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PlayStation SOLUTIONS

WALKTHROUGH!

RESIDENT EVIL 3 NEMESIS

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The zombie horror returns with a vengence, we're here to hold your hand!

DRIVER'S GUIDE!

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Find out how to get all the hidden extras!

FULL SOLUTION!

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TOY STORY 2

To infinity and beyond! A guide to take you all the way!

OVER 5000 CHEATS, TIPS & CODES INSIDE!

COMPLETED!

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TOMB RAIDER: THE LAST REVELATION

The final part of our guide and we finish the game in style!

ALSO INSIDE...

INTERNATIONAL TRACK & FIELD 2
ARMY MEN 3D • ISS PRO EVOLUTION

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UEFA Champions League
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UFO Enemy Unknown
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Wu Tang:Taste the Pain
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WWF War Zone
WWF Wrestlemania
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X men vs Street Fighter
X-Com Terror from the Deep
Xena Princess
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X-Men Children of the Atom
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Zeiraam Zone
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DREAMCAST, GAME BOY and PC

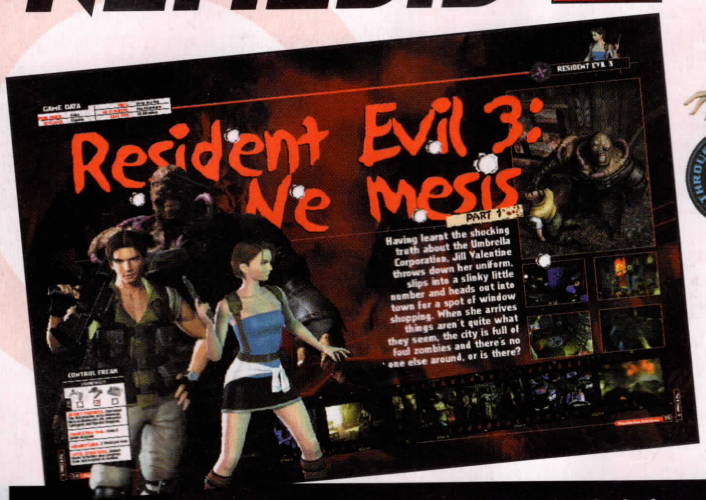
Contents

The First Word

We've been completely spoilt this month by the onslaught of top draw games. It's been tough in the office – do we have a quick game of ISS Pro Evolution? Maybe a few laps on Gran Turismo 2? Or shall we blow the heads off some zombie scum in Resident Evil 3? You can see our dilema can't you. Well at least you know the guides are going to be the best you can lay your hands on since we've been playing the games solidly for the last two months!

On a completely different subject – if you flick over a few pages you'll see that the letters page has now been kindly sponsored by the lovely people at Logic 3 and Datel Electronics. If you write to us and get your letter printed, we'll send you some goodies for your efforts! Can't be bad for the price of a stamp! That's yet another great reason to buy the best tips mag in the world!

RESIDENT EVIL 3: NEMESIS 14


Resident Evil 3: Nemesis
PART 1
Having learnt the shocking truth about the Umbrella Corporation, Jill Valentine throws down her uniform, slips into a slinky little number and heads out into town for a spot of window shopping. When she arrives things aren't quite what they seem, the city is full of foul zombies and there's no one else around, er is there?

It's finally here, the scariest game in history! If you thought the first two games were terrorfying, this'll have you cowering behind the sofa the whole way through! Solutions aren't scared so easily – prepare yourself as we give the Nemesis a bit of a spanking!

30 TOY STORY 2

The film may be aimed at kids but this game certainly ain't childs play! With some of the toughest platforming levels you'll encounter this side of the toy box you'll need the help of our kiddie thrilling guide!

42 GRAN TURISMO 2

The drivers delight - over 600 cars, 28 tracks and enough modes to keep you happy 'til the UK launch of the PlayStation 2. We have the full guide to show you how to get the most from your motors!

TOMB RAIDER IV

The final part of our huge guide and we take you all the way. Find out what happens in the thrilling climax!

ISS PRO EVOLUTION

The best footie game just got better! Heaps of teams, modes and moves – more than enough to try and get yer head round!

ARMY MEN 3D

The boys in green are back for the final part of our barmy army solution. It's time to give the Tan a good hiding once again!

TRACK & FIELD 2

Get into training for the main event and we'll show you the tricks of the track. With our help you won't be needing to bandage those fingers!

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Foul Play 006
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Foul Play

New cheats adorning the pages of Foul Play this month

TRICK N SNOWBOARDER
MARVEL VS CAPCOM
RAINBOW SIX
ARMY MEN 3D
WAR OF THE WORLDS
THRASHER: SKATE & DESTROY
TOY STORY 2
ISS PRO EVOLUTION
TRACK & FIELD 2

Icons Explained

Fourplay – Any multiplayer tips that might help you look good in company.

Cheats – Any cheats to the game in the guide will be found near this one.

Walkthrough – Step-by-step help that leads you all the way through a game.

Password – If we've got passwords, then you'll find them next to this little icon.

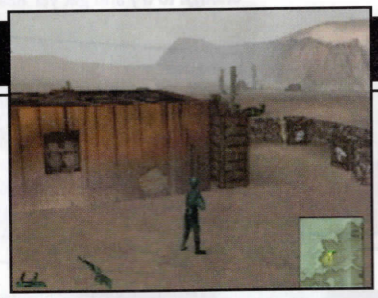
Guide – In-depth information to help you overcome the odds on any game.

Tricky Tips – If there's anything particular tricky to tell you about, you'll see this.

Foul Play

If you didn't already know by now, this is just the place to get all the latest cheats, tips and hints. You'll find the most up-to-date games here with never before printed codes. If you've just bought a game and want to make it a little easier, then look no further!

ARMY MEN 3D



Having played the game vigorously for some hours, I've come to the conclusion that the title is somewhat misleading. At no point did I encounter men with lots of arms or for that matter, arms that were any different to the regular type most humans have. Hurumph, army indeed.

All Weapons
Start a new game, pause and very quickly press ▢, ⊙, R1, L1, R1 + R2. A message saying 'power up' appears to confirm entry.

Invincibility
Start a new game, pause and very quickly press ▢, ⊙, L1, L1 + L2. A message saying 'invincibility appears to confirm entry.

Clear Mine Fields Quickly
When entering a minefield, equip the minesweeper then roll left and right to clear mines much more quickly.

More Damage in Multiplayer
When using the flame-thrower in a two-player game tap the ✕ button to inflict more damage.

Run Faster in Multiplayer Mode
Hold ▢ + △ when chasing your opponent.

RAINBOW 6

Geoffrey, Bungle, George, Zippy, Rod, Jane and Freddy. Wait a moment, that's seven. Oh well I guess the rumours about Bungle being sacked from the show for swearing too much must have been true. Either that or I've completely misunderstood the title of this game.

All Maps
Hold L1 and press ✕○▢△△▢○✕

Invisible Hostages
Hold L1 and press ○○▢△✕△✕○

Unlock all doors
Hold L1 and press △▢▢△✕○▢△

ISS PRO EVOLUTION

Picture the scene – a lovely summer's day, the birds singing sweetly in the trees as the wind gently blowing through the highest boughs. Down below a group of snotty, filthy youngsters kick a tin can around using jumpers as goal posts – Exeter City's home games just aren't like they used to be.

Unlock Classic AllStar Teams
Win the International Cup on the normal difficulty setting and with 10 minute matches.

Unlock Clubhouse Stadium
Win the Konami Cup then go to the 'stadium select' in an Exhibition Match.

Unlock Extra cup
Win all the normal Cups.

Unlock Special Japan Team
Finish Olympic mode with Japan to play with Special Japan team.

THRASHER: SKATE AND DESTROY

Why bother with all the tedium and effort of actually playing the game in order to get an impressive score. With this handy cheat you'll be able to amaze your friends with your skating prowess without risking a grazed knee or broken wrist.

Extra points
Pause the game, then hold L1 + L2 + R1 + R2 and repeatedly press ⊙ to increase your score 5,000 points at a time.

MARVEL VS. CAPCOM

If you're the type of person who goes round amusement arcades screaming "Ha-do-ken!" at complete strangers then you've probably got yourself a copy of the latest dragon punch fest from Capcom, and you'll probably be wanting to know how to access the bonus modes and characters. Well, you've come to the right place.

EX option

At the options screen, hold START. Continue to hold START, return to the main menu and press SELECT.

Play as Lilith

Successfully complete the game with Morrigan, then at the character selection screen, press ⇩ at the bottom centre of the screen.

Play as Roll

Successfully complete the game with Mega Man, then at the character selection screen, highlight Mega Man and press ⇨.

Play as Gold War Machine

Successfully complete the game with War Machine, then at the character selection screen, press ⇧ at top right corner of the screen.

Play as Shadow Lady

Successfully complete the game with Chun Li, then at the character selection screen, press ⇩ at the bottom left of the screen.

Play as Red Venom

Successfully complete the game with Venom, then at the character selection screen, press ⇧ at the top left corner of the screen.

Play as Orange Hulk

Successfully complete the game with the Hulk, then at the character selection screen, press ⇧ at the top middle of the screen.

Play as Onslaught

Successfully complete the game with any character under any difficulty setting. Then at the character selection screen, highlight Wolverine and press ⇩.

Fight with Akuma's moves

At the character selection screen in any mode, highlight Ryu, then hold START and press any button. When the game begins, Ryu will be able to do all of Akuma's moves.

Fight with Ken's moves

At the character selection screen in any mode, highlight Ryu, then hold SELECT and press any button. When the game begins, Ryu will be able to do all of Ken's moves.

Use Sentinel as tag partner

Successfully complete the game with Onslaught. Then at the special partner selection screen, highlight Colossus and press ⇩.

Use Shadow as tag partner

Successfully complete the game with Chun Li or Shadow Lady. Then at the special partner selection screen, highlight Iceman and press ⇩.

WAR OF THE WORLDS

The chances of anything coming from Mars are a million to one they said. I mean, it's only made of chocolate and caramel for crying out loud. Anyway, thanks to Leslie Taylor for these level passwords, cheers!

Level Passwords

Enter these choice codes at the password screen...

Mission 2
✕ ✕ ✕ ○ △ ✕ ○ □

Mission 3
✕ ✕ ✕ ○ △ ✕ ○ □

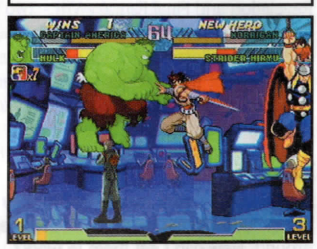
Mission 4
✕ ✕ ✕ ○ △ ✕ ○ □

Mission 5
✕ ✕ ✕ ○ △ ✕ ○ □

Mission 6
✕ ✕ ✕ ○ △ ✕ ○ □

Mission 7
✕ ✕ ✕ ○ △ ✕ ○ □

Mission 8
✕ ✕ ✕ ○ △ ✕ ○ □



WARPATH: JURASSIC PARK

When dinosaurs attack...each other! Exciting stuff by any means and a situation we'll only ever see in a computer game or a film. That is, unless the time machine I've built from egg boxes works – which is a distinct possibility.

Extra Dinosaurs

Complete the arcade mode with each dinosaur to unlock six extra fighters.

Choice and Survival Modes

Complete the arcade mode with any dinosaur to unlock the Choice and Survival modes on the main menu.

Invincibility Mode

Complete the survival mode without using any continues to unlock this option.

Alternate Skin

Complete the survival mode to unlock the alternate skin for the dinosaur you used. To choose the new skin press △ to select your fighter.

Exhibition Mode

Complete the arcade mode with eight of the standard dinosaurs and five of the extra dinosaurs to unlock this option.

FMV Section

Complete the arcade mode with all 14 dinosaurs to unlock an FMV sequence.

TRACK & FIELD 2000

For all you highly tuned athletes out there, plus a few pervs, you can now perform your favourite events as either a super hero or a bikini clad maiden. Who said games aren't raunchy nowadays?

Bikini Clad Swimmers

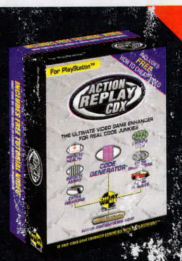
Highlight an event and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ○, ✕ and your swimmer will be wearing a bikini. You can use this with the following events – 50m Freestyle and Springboard.

Super Heroes

Highlight an event and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ○, ✕ to turn your athlete into super heroes. You can use this with the following events – 100m, Long Jump, Pole Vault, Hammer Throw, Javelin Throw, Weight Lifting, Horse Vault, 1Km Time Trial, Sprint and Canoeing. The super heroes don't have extra abilities but do fly around the stadium if you get a world record.

THIS MONTH'S LETTERS PAGE IS SUPPORTED BY Logic 3 ACTION REPLAY PROFESSIONAL

Letters



The lucky bleeder given Star Letter each month receives a complementary Action Replay CDX courtesy of Datel Electronics. So get writing, it could be you!

Do your well constructed arguments and carefully thought out comments concerning the world of the PlayStation fall on deaf ears when you relay them to your friends and family? Have you searched high and low for the answers to the mysteries of PlayStation life, only to have the truth elude you time and again? Yes? Then write to us.

CARTRIDGE CONSTIPATION?

Dear Solutions,

When I purchased Volume 4 Issue 4 of your smashing magazine, I was ecstatic. Firstly, it included the solutions to both Tomb Raider: The Last Revelation and Final Fantasy VIII – two games which I own and enjoy. More importantly however, it contained Xplorer codes for FFVIII. I've been searching for these codes since the game was released, so I happily entered them into my Xplorer cartridge and switched the game on... it didn't load. I tried it again and again but the game froze each time. What is going on here people? I expect cheat codes to work when they are included in the best PlayStation mag around. How can I get them to work?

Also could you please answer these questions for me?

Will the PSX 2 have Internet capabilities?

Have you any cheats for Tomb Raider 4?

What's your favourite PSX game of all time?

Eoin Sutton, Dublin.

⇨ *Gavin Says,*

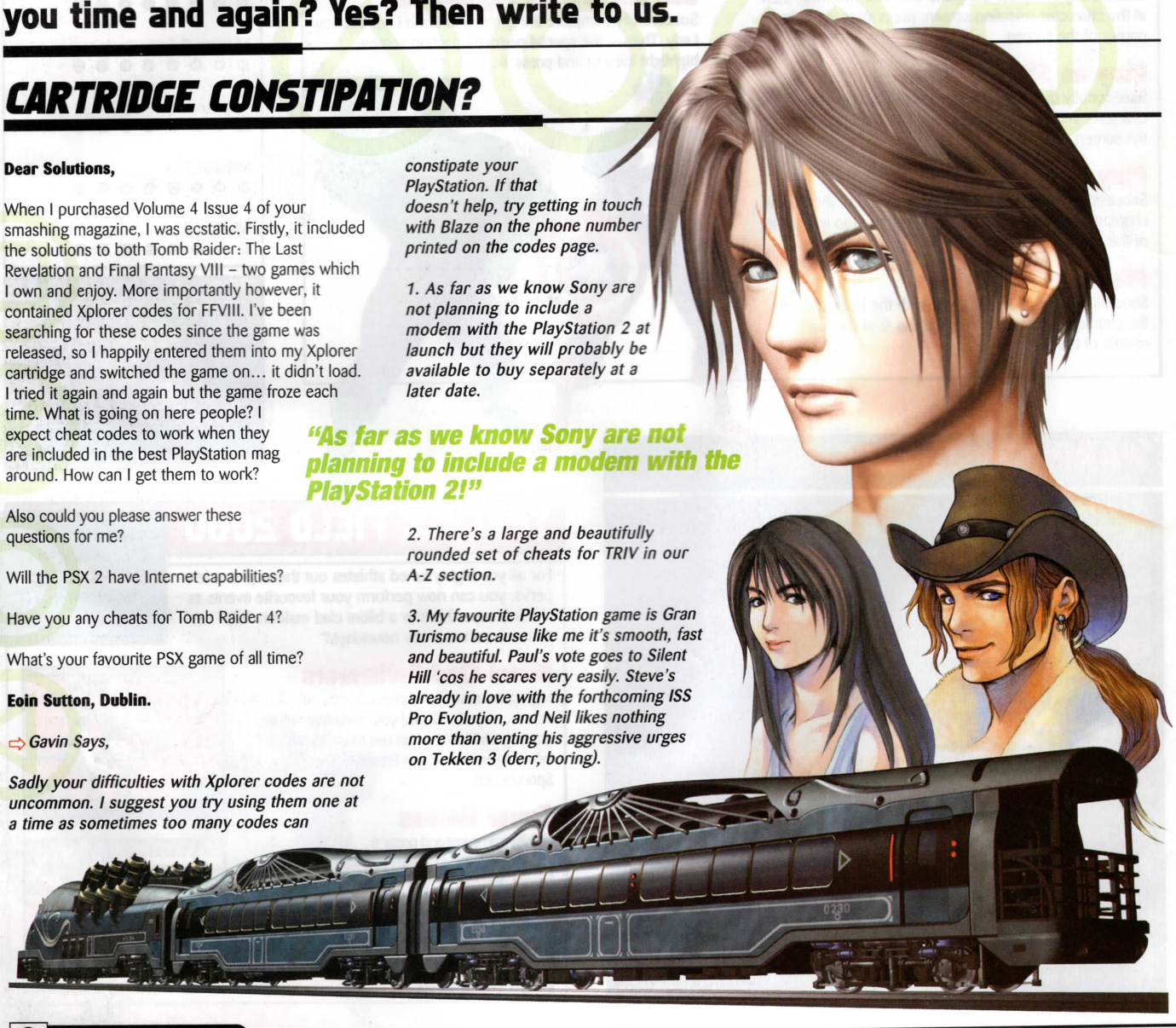
Sadly your difficulties with Xplorer codes are not uncommon. I suggest you try using them one at a time as sometimes too many codes can constipate your PlayStation. If that doesn't help, try getting in touch with Blaze on the phone number printed on the codes page.

1. As far as we know Sony are not planning to include a modem with the PlayStation 2 at launch but they will probably be available to buy separately at a later date.

"As far as we know Sony are not planning to include a modem with the PlayStation 2!"

2. There's a large and beautifully rounded set of cheats for TRIV in our A-Z section.

3. My favourite PlayStation game is Gran Turismo because like me it's smooth, fast and beautiful. Paul's vote goes to Silent Hill 'cos he scares very easily. Steve's already in love with the forthcoming ISS Pro Evolution, and Neil likes nothing more than venting his aggressive urges on Tekken 3 (derr, boring).



GRAB A GRAN TURISMO

Dear Solutions,

I've recently received Gran Turismo and I'm having great fun playing it but I just can't pass the A International license. It's Impossible. I passed the B & A licenses in a couple of days but the A International is just impossible. Could you please help me by giving me a cheat for it?
Also could you please answer these questions?

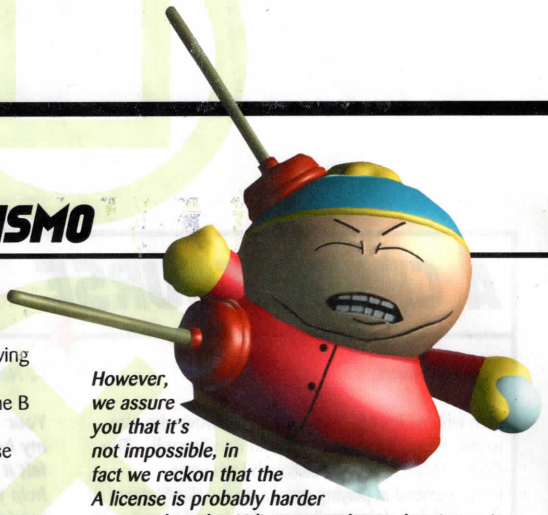
What's the new South Park game like?
Is the PlayStation 2 going to be better than Dreamcast?
Can you have the PlayStation 2 chipped?

Phil North, Clitheroe

⇨ *Gavin Says,*

There aren't any ordinary cheats in Gran Turismo but if get hold of an Xplorer cartridge then you'll be able to get the A International license using the following code.

7659FB3A5A5A
B65A5756595A
165D362C5C5B



However, we assure you that it's not impossible, in fact we reckon that the A license is probably harder to pass than the AI license, so keep plugging at it and you'll probably manage.

"The first South Park game is a very poor Doom"

1. The first South Park game is a very poor Doom style shoot 'em up which is quite amusing for about a minute. Chef's Luv Shack is a quiz game, which sounds like a pretty bad sign to us but the jury's still out.

2. The PlayStation 2 certainly will be better than the Dreamcast and hopefully won't pretend to be some kind of sad-arsed fashion statement.

3. We don't know about that yet, but whether you can or not we don't condone producing or making pirate software.

ASTERISKS? THE GALL!

In response to the letter in issue 41 from the reprobate who refers to himself as Monkeyman (if you ask me this name credits him with far too much intelligence) the age of my son is not the issue here. No one, no matter what his or her age, should have to encounter the kind of language you use in your letter. Just because the magazine's staff had thought to censor your letter with asterisks do not think I was unable to understand your obscenities. It is because of this that I would ask the good people of PlayStation Solutions not to print letters containing swear words as I am sure that I am not alone in feeling that asterisks are not an adequate form of censorship.

Barbara Wintergreen, Didcot

P.S. Don't think I didn't notice your use of profanity in the Music 2000 guide just because it wasn't in the actual text.

⇨ *Gavin Says...*

*I feel perhaps I should leave it to Monkeyman to reply to this letter himself, but it's my job to offer my opinion whether it's wanted or not. While you are probably not alone in being offended by words like w****r and b******s, I reckon you're certainly in a minority. We feel that asterisks are a suitable form of censorship as they allow anyone familiar with such words to understand and prevent anyone who's young and innocent from having their vocabulary corrupted.*

THE CRYING GAME

Dear Solutions,

Hi, I was wondering, in all my mags and my mates' mags I've seen like 50 different designs of the PS2. WHICH ONE IS IT GOING TO BE FOR CRYING OUT LOUD! Since I've had a few consoles in the past and mum & dad are kind of angry at buying new consoles so it looks like I'm not going to get it. Well, at least not until it becomes cheaper (poor me). What the hell is going on with this Dreamcast? It's obvious it's going to sell like the Sega Saturn and the games won't be half as good so there's no point selling the thing. Plus the PS2 will send the N64 and Dreamcast flying. Anyway they'll just come crawling back so there's no point worrying, or is there? Well, back to the point, I am a massive Final Fantasy fan and bought the brill FFVIII on it's first day out. Right I bet your thinkin' I'm just blabbing on about completely nothing [now that you mention it, yes I do – Gavin] but my questions are still to come.

1. Are Squaresoft going to make a Final Fantasy IX or not?
2. If they are will it just be for the PS2 or will they make it for the PlayStation as well?
3. Why aren't there any Final Fantasy VIII cheats in the A2Z section at the back of your mag?

Jonny Weaver, Swansea

P.S. Great walkthrough guys. Keep it up.

⇨ *Gavin Says,*

As far as we know there's not been very many different designs of the PS2, but it can be set up in different ways so that may be causing your confusion. It can be either laid flat or stood up on end using a special attachment. By the way, there's no need to shout. You have our deepest sympathies that you won't be getting a PS2 straight away. We'll be getting hold of a couple on import as soon as it's released in Japan, for research purposes of course, but we'll try not to gloat too much. You're quite right that neither Sega nor Nintendo pose a serious threat to Sony's dominance of the console market. However, it has been rumoured that Microsoft are planning to enter the console arena and the enormous amount of money they have to throw around could make them very serious contenders. Now for your questions:

Yes, of course they are.
Apparently it will be available on the PlayStation, strange as it may seem.
There aren't any cheats as such for FFVIII, but there are plenty of hidden features as described in glorious detail in the master's guide last month.

BORED GAMER

Dear Solutions,

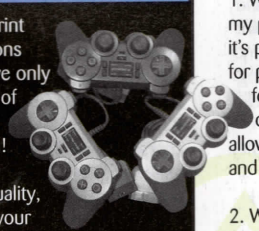
I consider myself a pretty devoted games player. I own all the latest consoles plus a PC, but my favourite has always been my PlayStation, which is why I'm also devoted to your excellent mag. I always get the PSX games I want as soon as they come out, and finish most of them in a week or two thanks to your brilliant guides and walkthroughs. Usually the good titles are suitably spaced apart to allow me to buy and then finish games at a constant and steady pace, but right now the good games seemed to have dried up. I've got loads of extra money left from Christmas and nothing decent to spend it on. At least not until the end of the month when GT2 will rescue me from my boredom. What the hell is all that about?

Harold Korr, Newcastle

⇨ *Gavin Says,*

Your problem is caused by the new year lull. Loads of major titles were released during the lead up to Christmas to maximise their sales and as a result there'll be a slump for a few months. It's not just games that are affected by this, the music and movie markets go through it too. Why not put all of that extra money into a savings account and use it to pay for a PlayStation 2 later in the year. If you're really bored I suggest getting some of your old games out. You've probably forgotten how good they are.
We're sorry if our guides reduce the amount of time you get out of your games, but remember they're not actually designed to be used to plough through games as quick as possible. The idea is to help you if you get stuck or want to know about the less obvious aspects of a game's design.

WIN AN ANALOGUE JOYPAD !



As if seeing your letter in print and in all its glory in Solutions wasn't enough, Logic 3 have only gone and thrown us a load of top notch pads to give away to every letter printed!

Indeed letter writers, the quality, width and general state of your letters will be grilled to a crisp to see if they're worthy of publishing and a top pad from Logic 3.

As for Logic 3, well they can be contacted on

020 8902 2211

We'd like to thank Logic 3 and spectra Video for supplying the prizes. All prizes will be sent out within a two week period from the on-sale date.

A CRASH COURSE

Dear Solutions,

I am writing, frankly because I don't know who else to ask. I have been playing Crash Bandicoot II – The Cortex Strike Back, and although I am very inexperienced at playing games on the PlayStation I thought I was doing really well. I've found secret rooms (in the strangest places) but I've got to the stage where I can't do any more. Please can you tell me how to get the Ruby that is in "Snow Go" on the first level? The only things I have left to do seem to link to this one stone – I can see it but I just can't get at it. For the past 3 moths I've been over and over the whole game and I've just run out of ideas. To someone experienced it is probably a really simple answer but I can't find it. Please can you help as I would rather finish the game than just give up.

Thanks for your help,

Ms. D Thomas, Anglesey

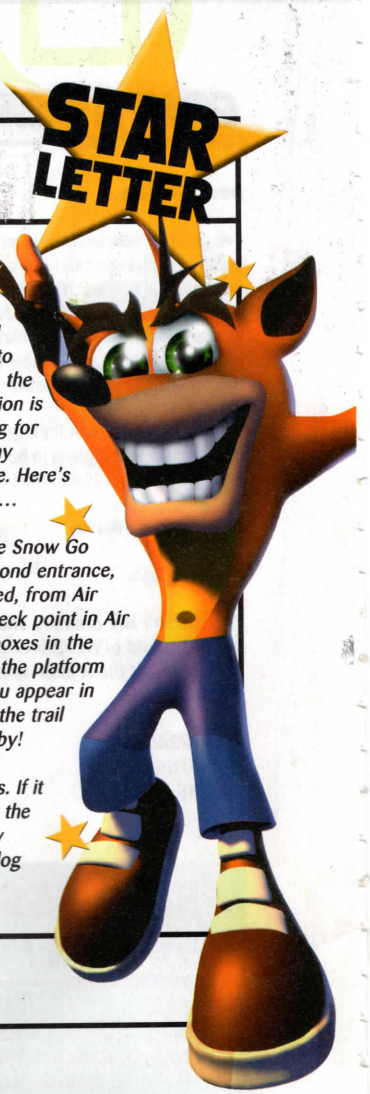
P.S. I was quite proud of the fact that I found the extra lives on the polar bear before I saw it printed in your magazine even though I did get called sadistic for jumping on the bear!!!!

⇨ *Neil Says,*

Your letter tugged at my heartstrings and I felt it was only right to help you out. Indeed, the world of the PlayStation is baffling and confusing for the newcomers so any guidance is invaluable. Here's how to get that Ruby...

You need to enter the Snow Go level through the second entrance, which can be accessed, from Air Crash. At the first check point in Air Crash, jump on the boxes in the water then hop onto the platform to the right. Once you appear in Snow Go just follow the trail all the way to the Ruby!

Well, I hope this helps. If it doesn't then I'm sure the swanky Action Replay CDX and Logic 3 analog pad will be of some consolation!



ASKING THE WISE

Dear Solutions,

Oh fountain of all knowledge, I have three questions to ask the wise oracles of your splendid mag (huh? – Neil). Beginning with...

Oh fountain of all knowledge, I have three questions to ask the wise oracles of your splendid mag (huh? – Neil). Beginning with...

1. What exactly is that funny little port on the back of my prized Datel Cartridge? I think I have an idea but it's probably the wrong one. My idea is that it is either for printing pictures through the graphic viewer or is it for downloading amazing cheats from the Internet or could it be for some special widget that actually allows you to use the cheats for my most all singing and dancing game of all time – Final Fantasy VIII.

2. Which brings me to my next question, for some reason when I try to put the codes into my cartridge and play the game it just doesn't work! Na da! Zilch! WHY??? Please put me out of my misery!

Yours respectfully,

BoB, Newcastle

P.S. Oh soz, there was a third question – who won the F.A. Cup in 1975? Only kidding, is there any more secret GF's in FFVIII other than the usual?

⇨ *Neil Says,*

Haven't a clue what you're on about there to begin with so I'll just crack on with answering your questions...

1. Your ideas for the use of that so called 'funny little port' aren't far off the mark. The port is for connecting the Datel Cartridge up to a PC for downloading and uploading cheat codes, screen shots and game saves. You can contact Datel for more information, (see page 126).

2. You're not alone when it comes to people having problems with the Final Fantasy VIII codes. They do work as we've tried them although we didn't have any problems whatsoever. We recommend you try adding one code at a time as some codes interfere with each other, If that doesn't work you can try turning the codes off before loading the game then turning them on once the game has loaded. If you're still stuck then get in touch with Datel. As for putting you out of your misery – I'm afraid we're against euthanasia so you'll have to suffer.

For more info on the secrets and stuff in Final Fantasy VIII get hold of a copy of issue 42 (vol 4 – iss 5). Finally, it was West Ham United who won the cup in 1975, so don't go joking with us, as we know it all.

Q-TIPS

Send your letters to:
PlayStation Solutions
The Top Floor
The Old Bakery
St Annes Well Mews
Exeter EX4 3ET

Or email our Ed at:
playstation.solutions@zoom.co.uk.

Claire Raynor might be the nation's most famous agony aunt, but if you have a problem with a PlayStation game there's bugger all she can do to help. That's where we come in. Write to us with your gaming problems and we'll endeavour to give you the best advice available. Whatever you do though, don't ask whether or not you should dump your cheating girlfriend.!

Q **I am a total Worms addict and was very excited when I found out Worms Armageddon was to be released on PlayStation. The mission mode is really cool but I'm stuck already. No matter what I try I can't get past the level called 'Do The Locomotion'. How do you do it?**

A Climb up the cliff face and collect the blowtorch. Backflip onto the top of the cliff and blowtorch your way through the tree. On the next turn backflip onto the top of the tree to collect the girder, and use the girder to make a bridge between the tree and the top of the train. On the next turn cross the bridge and walk across the top of the train. When you get close to the mine jump so that you land just over the other side of it. It will explode, hopefully sending you flying into the gap between the bush and the signal lights. On the next turn backflip up to the first aid kit, then go and get the jetpack lying under the front of the train. Use the jetpack to fly over the lights and land on the other side, taking care not to set off any mines. When you land shoot the mine nearest you with the uzi and it should hit the artillery worm, sending him into the other mine. On the next turn you can use a bungee to drop down to the carpet bomb crate. Mission complete.

Q **Me and my mates have a problem with Heart Of Darkness. We all thought we could have a little competition to see who's the best at the game. The problem is we all got stuck on the same bit (level 2 screen 4). You see we can't shoot the Snapper Plant as the monster near the end of level 1 ate our gun. Please help!!**

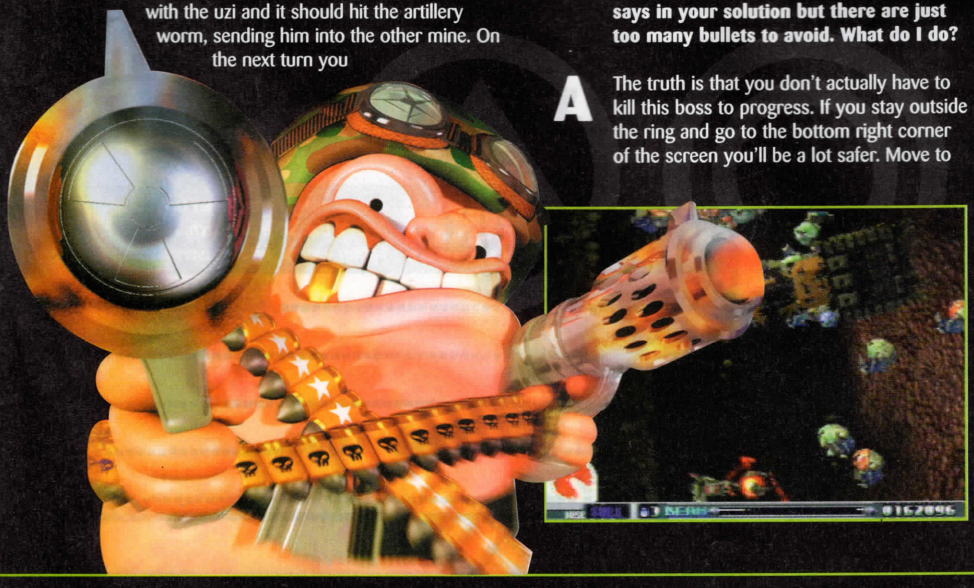
A There's no need to shoot the plant. Just wait until it's eating green fly then jump over it and climb straight up. Y'see violence isn't always the answer.

Q **I recently got myself R-Type Delta, remembering how much I enjoyed the original version when I was a young lad. I'd half expected that the game would have been dumbed down to cater for today's less dedicated gaming public, but I couldn't have been more wrong. I keep getting killed by the ring boss at the end of level 5. I get inside the ring like it says in your solution but there are just too many bullets to avoid. What do I do?**

A The truth is that you don't actually have to kill this boss to progress. If you stay outside the ring and go to the bottom right corner of the screen you'll be a lot safer. Move to the left when you get the opportunity and eventually the boss will just go away of it's own accord. If you're in the R13 you can actually damage the ring's weak point from the outside by using the lightning shockwave cannon, so it's worth having a go just before it exits.

Q **My two favourite pastimes are skating and playing on my PlayStation so when Tony Hawk's Pro Skater came out it was like a dream come true. I've managed to get all the tapes and win the first two competitions, but I can't get the gold medal on the Roswell level no matter what I try. Any suggestions?**

A Although you might think that you'd get a better score by using the whole park and doing a great variety of tricks, this is not actually the case. It seems boring but you can get more tricks into a short space of time if you stick to one half-pipe and use loads of different trick combos. At top speed you should easily be able to fit two difficult tricks in and still land safely. It's also important not to fall off as this loses you lots of points. Finally, it does take a bit of persistence and luck, as the performance of your opponents varies quite a lot each time you try.



HMV

PLAYSTATION GAME CHART

AND PLAYSTATION SOLUTIONS ARE GIVING AWAY THE ENTIRE CHART TO ONE LUCKY READER THIS MONTH WHO CAN ANSWER THIS ISSUE'S TRICKY QUESTION....

01	GRAN TURISMO 2	SONY/POLYPHONY £29:99
02	MEDAL OF HONOUR	EA/DREAMWORKS INTERACTIVE £34:99
03	TEKKEN 3: Platinum	SONY/NAMCO £19:99
04	GRAN TURISMO: Platinum	SONY/POLYPHONY £19:99
05	CRASH BANDICOOT 2: Platinum	SONY/NAUGHTY DOG £19:99
06	RESIDENT EVIL 2: Platinum	VIRGIN/CAPCOM £19:99
07	CROC: Platinum	FOX INTERACTIVE/ARGONAUT £19:99
08	CRASH TEAM RACING	SONY/NAUGHTY DOG £34:99
09	MICKEY'S WILD ADVENTURE: Platinum	SONY/DISNEY £19:99
10	TONY HAWKES PRO SKATEBOARDING	ACTIVISION/NEVERSOFT £34:99

WIN THE ENTIRE HMV CHART!

TO WIN THE ENTIRE HMV PLAYSTATION GAME CHART SIMPLY ANSWER THE FOLLOWING QUESTION...

What's the name of the British director set to direct the Tomb Raider film later this year? Is it...

A) Simon Mayo ?
B) Simon West ?
C) Simon Garfunkel ?

Send your answers in on a postcard to *'WIN THE ENTIRE CHART? YES PLEASE!' COMPETITION, PlayStation Solutions, Pole Star Publications, The Top Floor, The Old Bakery, St Annes Well Mews, Exeter, EX4 3ET.*
And remember, the closing date is the 30th of March so get 'em quick.

ENTRY FORM

If your entry form doesn't reach us before the 30th of March, we'll be lightin' cigars with it....sorry!

Name..... Age .....
Address.....
.....
..... Post Code.....
Answer?.....

Toy Story 2

GIVEAWAY!

To celebrate the release of Toy Story 2 on the PlayStation and on the big screen, PlayStation Solutions in association with HMV, Activision and ODEON cinemas have decided to give away a pile of top Toy Story goodies!

WIN

5 SETS OF INCREDIBLE PRIZES

To win, simply answer the question below, whip it off to the post box and you could find this lot on your doorstep...

AN OFFICIAL TOY STORY 2 T-SHIRT
THE ORIGINAL TOY STORY VIDEO
TOY STORY 2 - MOVIE SOUNDTRACK CD
AND ONE OF THREE DIFFERENT OFFICIAL FILM POSTERS

PLUS A COPY OF TOY STORY 2 ON THE PLAYSTATION

AND A CINEMA TICKET TO VISIT ANY UK ODEON CINEMA TO SEE TOY STORY 2 (OR ANY FILM YOU WISH TO SEE!).

We've got five sets to give away of everything above, so don't delay!...

Terms and conditions - No entrees will be considered after the closing date. No employee of Pole Star Publications, relatives, friends, girlfriends, pets or uncle's brother's mothers will be allowed to enter. There's no cash equivalent and all prizes will be sent out within two weeks of the closing date. Rude postcards will have a better chance of winning.

Question...

Who's the actor who supplies the voice for Woody in Toy Story 1 & 2?

A - John Ranks
B - Tim Allen
C - Tom Hanks

Send your answers to :
TOY STORY 2 COMP,
PlayStation Solutions, Pole Star Publications,
The Top Floor, The Old Bakery,
St Annes Well Mews, Exeter, EX4 3ET.

Closing date for all entries is the 18th of March 2000.

All prizes have been kindly supplied by HMV, Odeon cinemas and Activision.

HMV

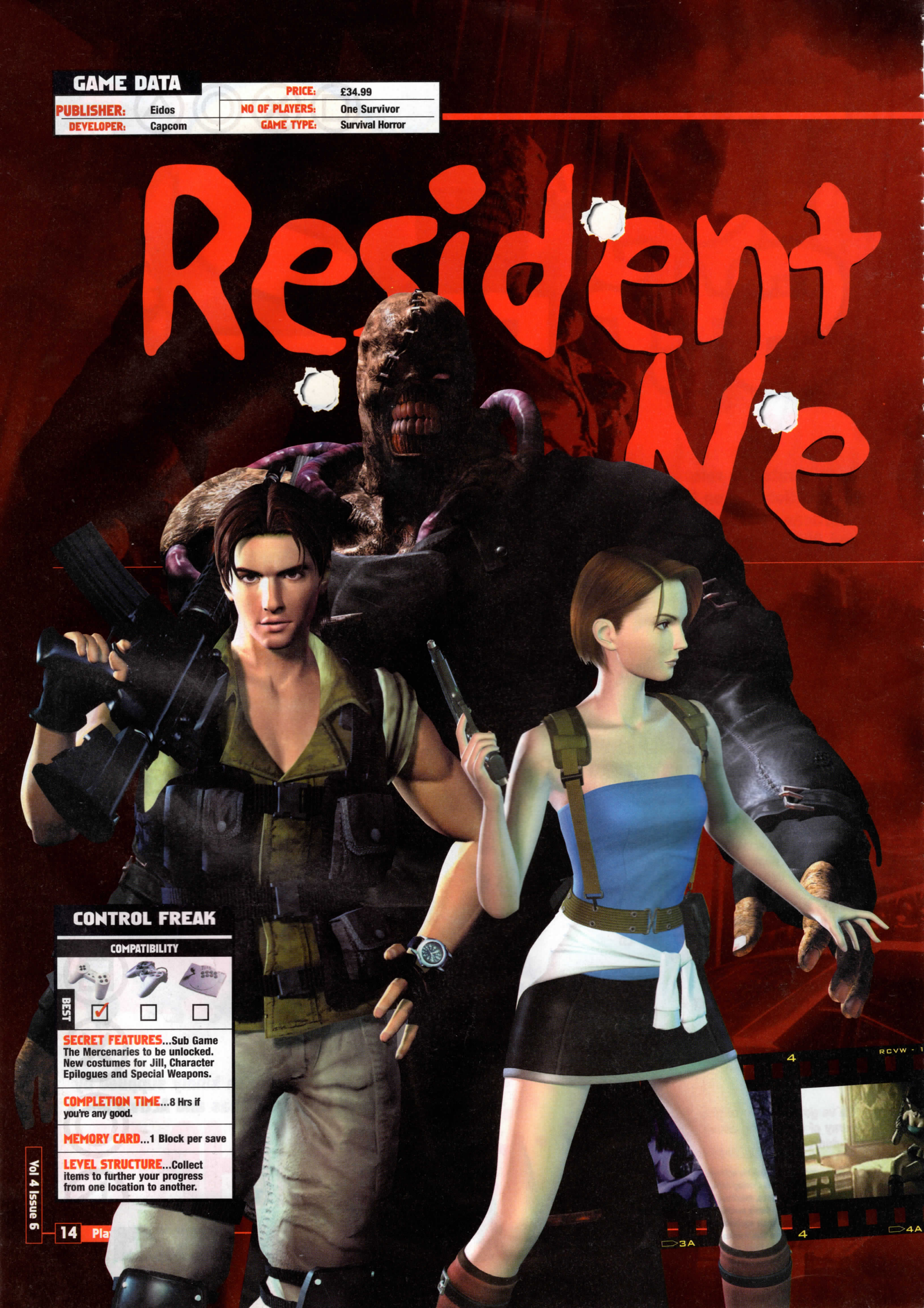
ODEON

ACTIVISION

GAME DATA

PUBLISHER:	Eidos	PRICE:	£34.99
DEVELOPER:	Capcom	NO OF PLAYERS:	One Survivor
		GAME TYPE:	Survival Horror

Resident Ne



CONTROL FREAK

COMPATIBILITY

BEST	☑	☐	☐

SECRET FEATURES...Sub Game The Mercenaries to be unlocked. New costumes for Jill, Character Epilogues and Special Weapons.

COMPLETION TIME...8 Hrs if you're any good.

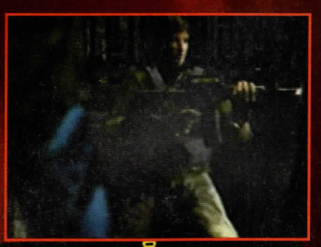
MEMORY CARD...1 Block per save

LEVEL STRUCTURE...Collect items to further your progress from one location to another.

Evil 3: Nesis

PART 1

Having learnt the shocking truth about the Umbrella Corporation, Jill Valentine throws down her uniform, slips into a slinky little number and heads out into town for a spot of window shopping. When she arrives things aren´t quite what they seem, the city is full of foul zombies and there´s no one else around, or is there?

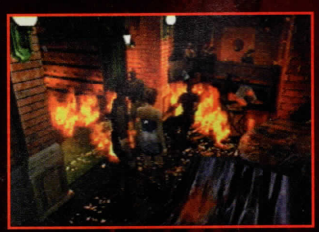


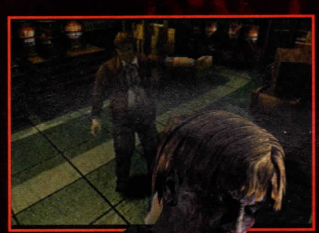
UPTOWN: PART 1

The Street

An explosion marks the start of your adventure through Racoon City. Stand where you are and shoot the surrounding zombies, watch out for the flaming ones that come out of the burning building. Head along the road until you reach the grit bin.

Use ⊗ to climb on to it and climb down. You will then see a cut-scene. A gang of zombies then surrounds Jill. Forced to break through a nearby door she escapes into a warehouse.



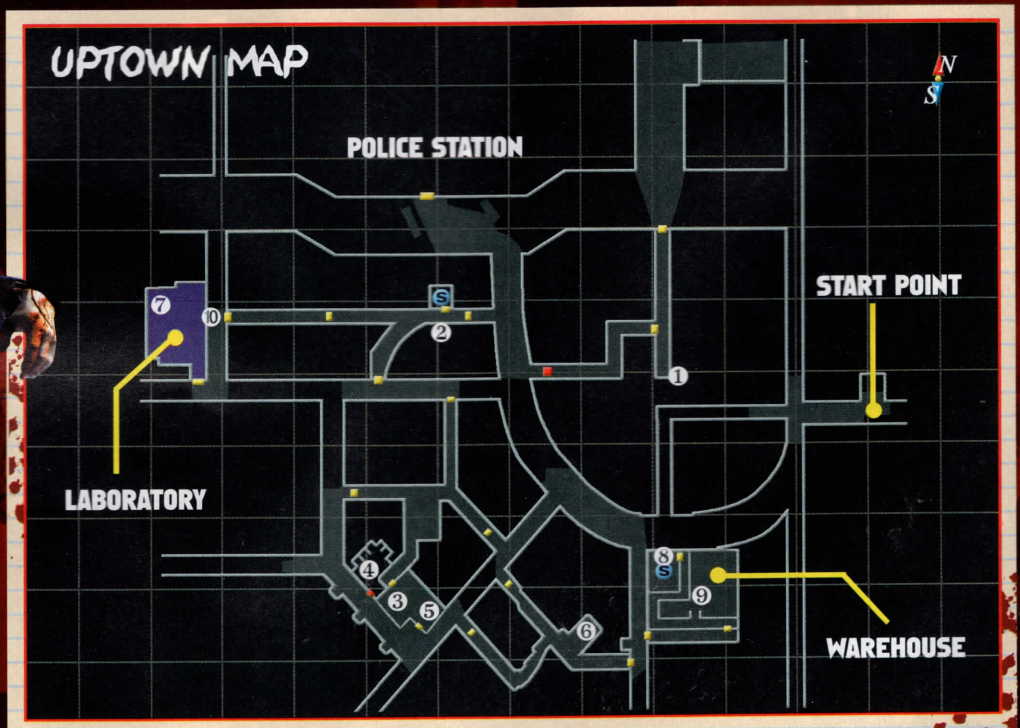


The Warehouse

You are now introduced to a character called Dario Rosso, the fat guy has lost his daughter and refuses to help. Instead, he locks himself in a container and won't come out. Search the ground floor and pick up the **First Aid Spray** from above the barrels in the corner. Head up the stairs and follow the walkway along to the right, head up the next flight and enter the office at the end. As you enter, collect the **Warehouse Key** from the key holder on the wall. Collect the **Gunpowder A** from the cabinet in the corner and check your Trunk. When you're ready, head out of the office and use your key on the door at the end of the walkway.

The City part 1

Follow the alley along to the end and head through the door. Head towards the screen and approach the zombie on the floor, as you do another zombie will pop up from behind the bins. The other one will then get up and attack. Once they are both dead, head into the main street. You will see a red barrel on the left, walk past it and lure the zombie towards it. Shoot the barrel when the zombie reaches it and...boom, he's dead. Continue forward until you reach another slumped zombie, kill him and continue. On the right you will find a locked door, so continue ahead and through the other door. Walk up the steps of the alley and you'll reach a door on the left. The route ahead leads back to the first alley. Open the door on the left and a mystery man will run out followed by four zombies. Kill them all and head through the door and down the stairs. Kill the zombie in the small room and collect the **Shotgun** from



1. FIRE HOSE
2. FIRE HYDRANT
3. BARJACK
4. BOUTIQUE
5. LIGHTER
6. LIGHTER OIL / SHOTGUN
7. OIL ADDITIVE
8. WAREHOUSE KEY
9. FIRST AID SPRAY
10. CRANK

OPEN DOOR
LOCKED DOOR
S SAVE POINT

the rotting corpse. Pick up the **Lighter Oil** from the box on the right and leave the room.

Once outside head up the alley directly opposite the door and collect the two **Green Herbs** that are usually there. Continue along the alley and head through the door.

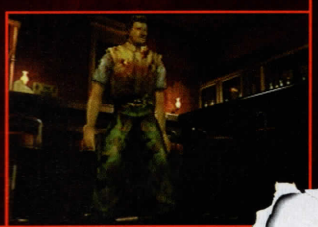
Head along the street and kill the three zombies that appear. You'll find the door to Bar Jack locked so continue along the street. As you head along you will hear some poor soul getting eaten alive, run along to investigate. Kill the two zombies and turn back. Head for the green fire escape and climb the steps, at the top you can find two batches of **Green Herbs**. The other door in the street is the **Boutique**, this remains locked until you finish the game once (see Boutique Key details). Head back along the street where the zombies were and you'll find the victim has turned. Kill him and continue along and through the door.

Follow the alley along and you'll hear some shots fired. Run down the small set of steps into the courtyard to see that mystery man again. Kill the two zombies and follow the man through the door at the end.

Bar Jack

As you enter the bar you will see Brad (Helicopter pilot from RE). A zombie is attacking him, when you get the chance, help to kill the zombie. After a brief chat he will run out and you'll be free to search the bar. Check behind the bar for the **Clock Tower Picture** and the **Handgun Bullets** near the till. Now head across the room to the other door and collect the **Lighter** from the table next to the phone.

You can now combine the **Lighter Oil** and the **Lighter** to make a fully functioning lighter.



The City part 2

Exit through the door and you'll find yourself back out in the street. Retrace your steps back to the alley and open the locked door at the end. Don't head through, instead head back and take the right fork in the path. Once through the door at the end, head to the door on the right. You'll find that it is bound with rope, first head to the blue barrier and walk away. The zombies will burst through, edge back and wait until they are near the barrel. Shoot the barrel to kill them all in one go. Now use your **Lighter** on the oil-soaked rope to open the door. Check the area where the zombies came from to find two **Red Herbs** and **Photo A** in amongst the rubbish bags.

Head through the door and along the alley past the flames, you'll be attacked by two burning dogs. After you have killed them examine the Hydrant on the wall. It will tell you that you need a Fire Hose, you will not get this for some time so forget about it for now.

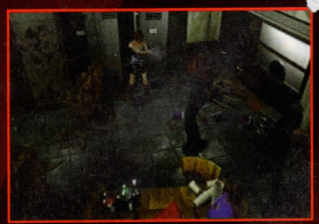
Enter the **Save Room** on the left and collect the **Gunpowder A & B** from the shelves.

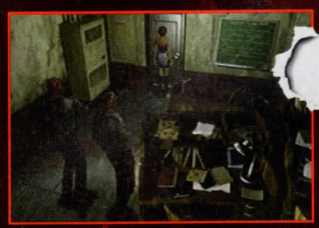
Save your game and exit. Head through the door on the left, you'll once again be out on the city streets. The route to the right is a locked door that you must return to later.

Head left past the Bookstore and along the street, you'll come to the Police Station. Enter the main gates and get ready for some great FMV. At this point you have your first experience of Live Selection.

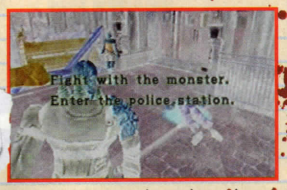
KNIFE

The standard weapon in the game is also the weakest and should only be used in emergencies. Has the ability to stab in two directions, face and waist level.





LIVE SELECTION



At various points throughout the game you will encounter something called Live Selection. You will know when this occurs because the screen will turn negative and two options will be displayed at the bottom of the screen. The choice you make at this point determines the outcome of the following scene. There are always two options and they usually involve Nemesis. One of the options will usually involve escape from Nemesis; the other often sees you left to defend yourself against him.
If you are left to fight Nemesis and you manage to knock him down, extra ammo and items can be obtained (In Hard Mode). As you make your way through the guide each L.S. Scenario will be detailed and any items that can be found will be listed.

NEMESIS

Nemesis is just that. Throughout the game you will encounter the leather-clad giant in many of the games locations. You can always tell when the Nemesis is in the area by the mood of the music. When you hear him speak the words "S.T.A.R.S." you know he's on the same screen as you. As you progress through the game Nemesis will unfairly acquire a rocket launcher as well as method of injecting you with the Virus. Most of the time he will just appear and you will be forced to escape. For the rest of the time he will appear during the Live Selection scenarios.

POLICE STATION

1. JILL'S S.T.A.R.S. CARD
2. BLUE GEM + EMBLEM KEY

OPEN DOOR

S SAVE POINT

Live Selection 1

Option 1: Fight the Monster

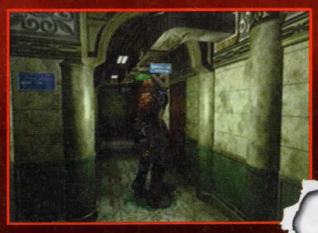
If you decide to fight the monster that has just killed Brad you'd better have the Shotgun ready. Your objective here is to knock Nemesis down so that you can search Brad's body, although you don't have to kill him to get it. Use your dodge move as much as possible to avoid any of Nemesis's attacks, R1 works best. Make sure you keep an eye on your health cause it's surprising how fast he can finish you off. Once you have the card, dash into the Police Station. Nemesis will not be able to follow so examine **Brad's Card** and you'll find his S.T.A.R.S. Card inside.

Now collect the three **Green Herbs** by the door and head into the station. Examine the main reception area and collect the **Handgun Bullets** and the **Police Station Map** from the side.

Use the Card on the computer and you'll get one of four **Safe codes:** either **4011, 4312, 0131 or 0513**. Now you have the codes head through the door opposite.

Kill the zombies (watch out for the ones on the floor) and enter the small office, inside you'll find the body of Marvin (RE2). Search him and collect **Marvin's Report**.

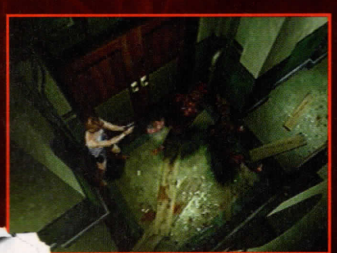
Exit through the other door in the main room and search the drawer on the left, inside you'll find a **Blue Gem**. Check the other drawers and you'll find that one is locked with a simple lock (this can be opened with the Lockpick later). Walk around the corner and search the drawer with the flashing red light. Enter the four-digit code that you got from the computer and collect the **Emblem Key**. Enter the next door and kill the zombies in the corridor. Head under the stairs and enter the **Save Room**. Collect the **Gunpowder A** from the locker and read **David's Memo** on the desk, now leave. Head up the stairs and kill the zombies, proceed through the door at the end and enter the S.T.A.R.S. office using the Emblem Key. Once inside, search Jill's desk to receive the **Lockpick**. Check the first aid box on the wall for some **First Aid Spray**. Now check the fax machine near the door to find the fax from **Kendo Gun Shop**. Now examine the cabinet next to the communications console to find the **Magnum** or the **Grenade Launcher**. Attempt to leave and a message will sound from the communications console.



Option 2: Enter the Police Station

If you choose not to fight Nemesis you'll have to find the S.T.A.R.S. Card yourself. Follow the same route as before until you reach the stairs up to the 2nd floor. Enter the brown wooden door at the bottom of the stairs and follow the corridor to the end. Collect the two **Red Herbs** and head back to the double doors. Go to the desk in the conference room and collect **Jill's S.T.A.R.S. Card**. Enter the back room and collect the **Shotgun Shells** from the fireplace. Now head back to the main reception and use the card. You now have access to the drawer in the Evidence room. Collect the **Emblem Key** from the drawer and head up to the S.T.A.R.S. office. Once inside find the **First Aid Spray** next to Rebecca's desk. Pick up the **Lockpick** from Jill's desk and check the fax machine.

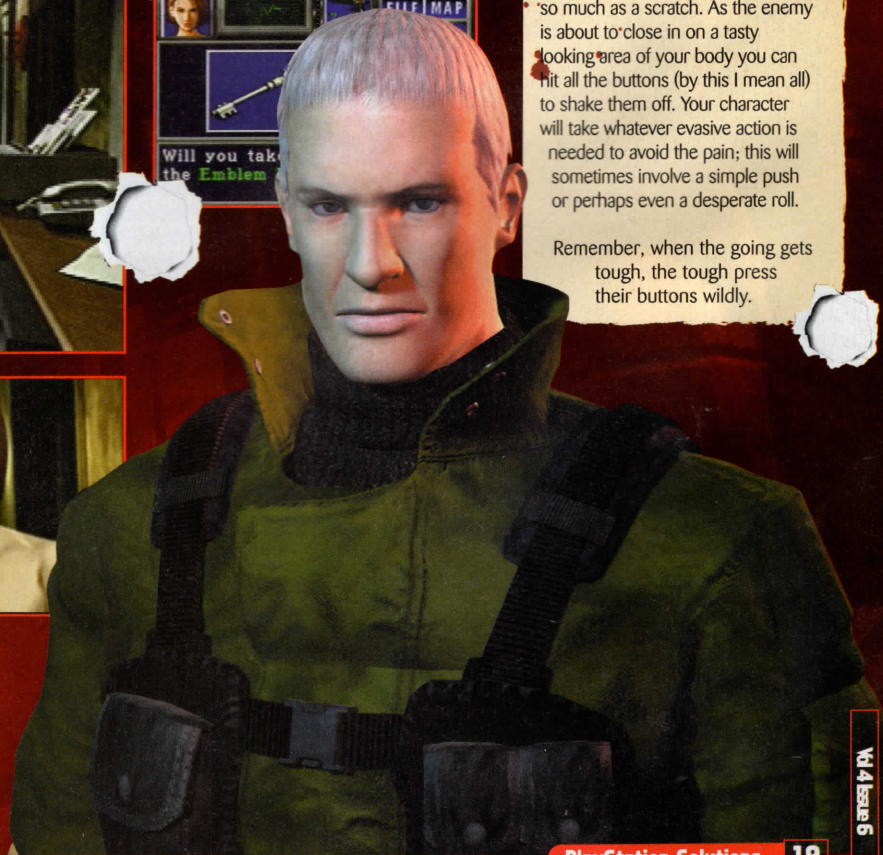
Check the cabinet and pick up the **Grenade Launcher**. Attempt to leave and a message will sound from the communications console.



Resume Game

Whatever choice you made during the Live Selection brings you back to this point.

From the S.T.A.R.S. office head back down to the Evidence Room and search the locked drawer. As you reach the bottom of the stairs Nemesis will leap through the window and attack you with his rocket launcher, the best option here is to run into the Evidence Room. Collect the **Gunpowder B** from the locked drawer and head back out to the main reception. As you enter the next room Nemesis will follow so just keep running, you'll be safe once you reach the reception. Head out of the Police Station and follow the road past the burning cars until you reach a door.



NEW MOVES

If you have played the previous games you will be familiar with the control system, however there are some new additions to the game this time around:

Auto-Targeting
Instead of just being able to target the enemy, you can now lock on to various items within the surroundings. These take the form of Exploding Barrels and small Bombs attached to walls. They are usually placed in significant areas, whereby you can take out numerous enemies at once. Press R2 to lock on to object, wait until the enemies are lured towards you and then fire a single shot. The results are deadly.

180° Turn
Another welcome addition to the game is the 180° Turn. This allows you to escape close quarter situations with ease. Perform the move by pressing ⇩ + ⊡. This takes a while to get used to before it becomes an effective means of escape, once you have mastered it you'll never look back (chuckle).

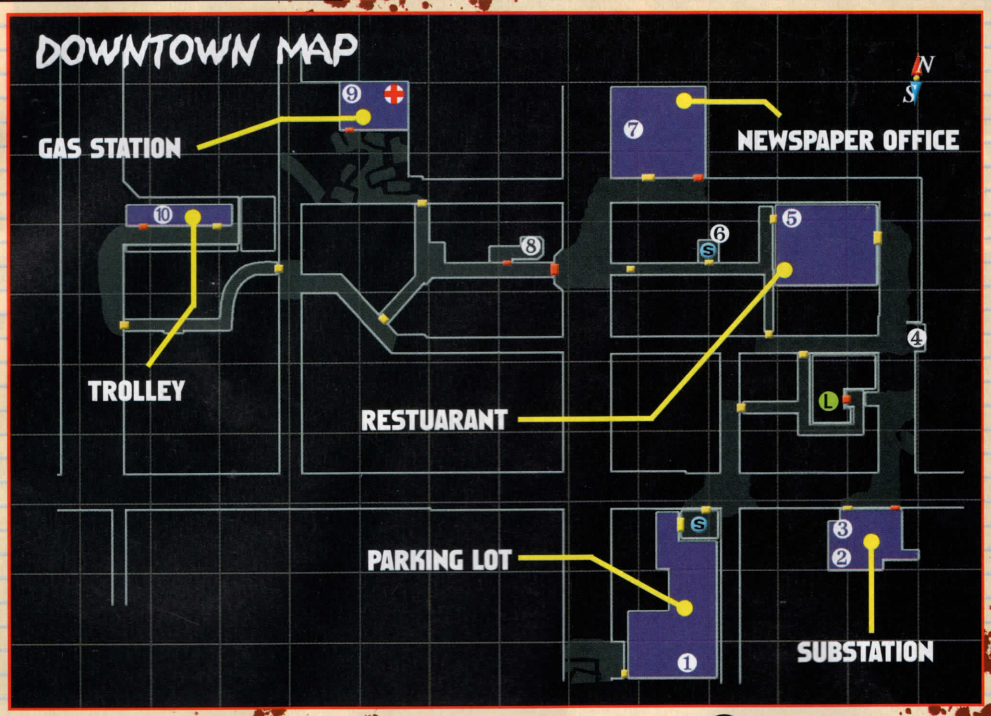
Dodge/Panic Move
When faced with an impending ending you are now able to flap your way out of the situation without so much as a scratch. As the enemy is about to close in on a tasty looking area of your body you can hit all the buttons (by this I mean all) to shake them off. Your character will take whatever evasive action is needed to avoid the pain; this will sometimes involve a simple push or perhaps even a desperate roll.

Remember, when the going gets tough, the tough press their buttons wildly.

M92F CUSTOM HANDGUN

This gun has been specially made for S.T.A.R.S. and it uses 9mm rounds.
You start the game with this gun and it proves useful in the early stages of the game. Great for taking out zombies from a distance without wasting valuable ammo, after a while you'll want to save your gunpowder for an altogether more powerful weapon.

DOWNTOWN



1. POWER CABLE
2. FUSE
3. MAGNUM
4. COMPASS
5. FIRE HOOK
6. HEXAGONAL CRANK
7. EMERALD GEM
8. BRONZE BOOK / BATTERY
9. MACHINE OIL
10. WRENCH

OPEN DOOR
LCOKED DOOR

S SAVE POINT
L LIFT
FIRST AID SPRAY

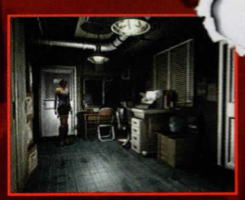
The City part 3

Use the Lockpick on the door and enter the alley. Follow the alley until you reach a corpse in the corner. Check the body and you'll find some **Handgun Bullets**, search the body again and you'll find the **Mercenary's Diary**. Head through the door at the end of the alley. Go past the gate and you'll find a hose bolted to the wall, you'll need to come back later for this. Head to the other end of the alley and collect the **Green and Blue Herbs**. Head through the gate and kill the two dogs that attack. Head past the coach and kill the other dog that jumps out. Head around the corner and search the body for **Gunpowder B**. Now go through the door opposite.

Kill the two dogs in the Parking Lot and check the car with the open bonnet. Pick up the **Power Cable** from the engine and proceed past the van. Enter the door at the end.

Pick up the **Handgun Bullets** from the desk and save your game.

Head through the door and kill the three dogs outside, use the dodge move to avoid their jaws. Head through the door on the other side of the street.



As you enter, pick up the **Downtown Map** from the wall and head along the corridor. You will see a corpse on the ground, then two clawed monsters will attack. Kill the monsters then check the body to collect the **Gunpowder A**. There are two routes here but you will need a Battery to use the lift. Head through the other door into the street.

You hear voices from up ahead, turn right and you'll see a man shooting a zombie. Follow him but don't enter the Restaurant. Collect the two **Green Herbs** from beside the statues (these can be used later). Now head back past the door you came through and enter the door at the end of the alley. Shoot the many zombies in this alley and head for the **Save Room** nearby (check map). Collect the **Shotgun Shells** and the **Rusty Hexagonal Crank** and Save.

Now go back out and enter the Restaurant via the back door.

The Restaurant

As soon as you enter check the small cupboard in the corner. Use you Lockpick to open it and collect the **Fire Hook**. Enter the eating area of the restaurant and pick up the **City Guide** from the table. Check the rest of the area and collect the two batches of **Gunpowder A** from the table (these are not always here mind). Now examine the trapdoor in the kitchen, use the Fire Hook on it and you'll meet up with a Mercenary called Carlos. Just when you think you've made a friend, Nemesis turns up and spoils the fun. You will now enter into the next Live Selection scenario.

M696C MAGNUM

This puppy is the most powerful handgun in the game. Although it has been fitted with weights to reduce the recoil, it can still take a while to reload, make sure you know how many bullets you have left at all times.
Will blow a zombies head off in one shot, proves to be effective against Nemesis too.
The only downside - uses lots of gunpowder to create ammo.

Secrets

Jill's Diary

To obtain a valuable insight into Jill's tormented head you must collect and file every readable item in the game. This includes reports, diaries, photos and memos. Each of these items will be highlighted within the guide.

Boutique Key

Once you have completed the game once you will be awarded the Boutique Key. The next time you play the game the key will appear in your inventory. Take it to the Boutique (next to Bar Jack) in the early stages of the game to discover 5 different outfits. Here are the outfits on offer:

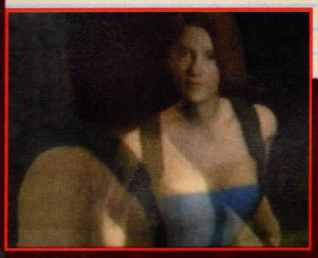
1. Jill's S.T.A.R.S. uniform (from RE 1)
2. Police uniform with short skirt and funny hat
3. Shopping clothes (white in colour with funky flares)
4. Biker costume (kinky black leather)
5. Regina uniform from Dino Crisis (including hairdo)

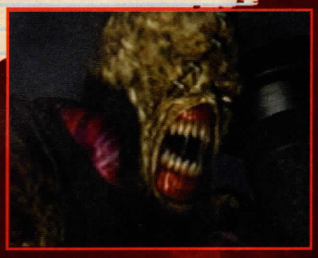
The Mercenaries Game

Much like the Hunk and Tofu modes in RE2, this survival game has more to offer than just staying alive to the end. You take control of one of three Umbrella Team members, each with their own particular weapons. There are now civilians that can be saved for extra time. Time also is awarded for killing the various monsters, this can be increased by killing multiple enemies in succession. For successful completion of this game you can earn money, once you have enough you can purchase the following items:

1. Machine Gun (costs $2000)
2. Gatling Gun (costs $3000)
3. Rocket Launcher (costs $4000)
4. Unlimited bullets (costs $9999)

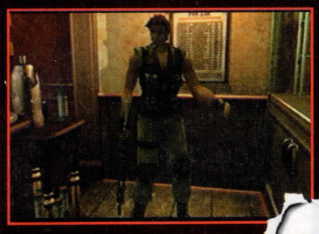
We will be providing you with a full walkthrough to this excellent sub-game in next month's issue.

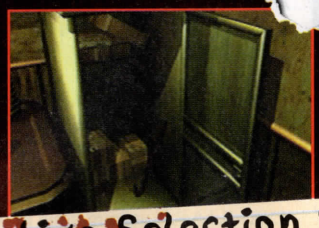


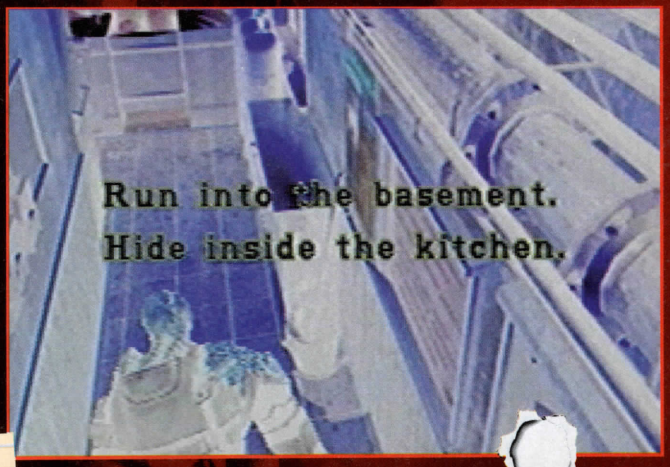


M4A1 ASSULT RIFLE

You cannot make extra ammo for this gun but it does have its uses. Not terribly powerful but useful for large waves of enemies. The rapid fire effectively creates a wall of bullets that will hold all but the most hardcore of enemies at bay. Starts with 100% ammo and decreases every time you use it.







Live Selection 2

Option 1: Run to the Basement

If you choose this option you'll both head into the basement. Nemesis throws a tantrum upstairs and bursts the water pipes. Check around the area, eventually Carlos will take you back upstairs. You must now escape from the Restaurant unscathed. You must not let Carlos die of it'll be Game Over. As soon as you leave he will tell you that he is from Umbrella's Army.

Make your way back to the **Save Room** and save your game. Now head out and take the door at the end of the alley. As soon as you get through the door be prepared to run away from Nemesis. Head up the screen and into the Newspaper Office to escape him, for now.

Option 2: Hide inside the Kitchen

If you choose to hide in the kitchen Jill will throw an oil lamp at Nemesis temporarily knocking him out (If you play on Hard Mode you can pick up Eagle parts A from Nemesis's body). You must now escape the Restaurant without losing Carlos. You will engage in conversation once outside and learn of Umbrella's Army. He will then dash off and leave you to it.

Make your way back to the **Save Room** and save your game. Nemesis is still likely to be gadding about, so be on your guard. Now head out and take the door at the end of the alley. As soon as you get through the door be prepared to run away from Nemesis. Head up the screen and into the Newspaper Office to escape him, for now.

Resume Game

Note: If you decide to head to the Newspaper Office before the Restaurant, you will experience your Live Selection there instead. Here you will be given two options: Hide in the office or Jump out of the window. Whatever route you decide to take means you will still need to visit the basement of the Restaurant to collect the **Emerald Gem** from the corpse in the corner.

The Newspaper Office

There are two doors into the office but only the wooden double doors are open. Head through the doors and collect the **First Aid Spray** from the side. Walk over to the drinks machine and collect **Photo B** from the top of the telephone. Push the stepladder over to the drinks machine and climb on to it.

Operate the fuse box and then press the switch on the wall next to the shutter. Walk up to the top of the stairs, the door to the office on the 1st floor will explode as you pass. When you reach the 2nd floor enter the office and kill the zombie. Now pick up the **Emerald Jewel** from the desk. There are two lots of **Gunpowder A** on the other desk in the room. Head to the top corner of the room and collect the **Reporters Memo.** Now leave the building. You'll meet up with Nemesis on the way out so make sure you've got your running shoes on!

The City Hall

You must now gain access to the City Hall area. Head out of the office and down to the clock next to the gates to the City Hall. Place both Jewels into the clock face (return to the Save Room if you haven't get both) whilst Nemesis tries to attack you. Once they are both in place head through the gates. Head along the path, the door on the right is blocked so continue. Head left at the fork in the road and head for the Train Car.

The Trolley

Kill the zombies as you proceed along the path to the door at the end. Kill the numerous zombies in this alley and collect the two **Green Herbs** that are usually there. Once through the door at the end shoot the barrel to kill the two dogs. Check the corpse in the corner, he usually holds some **Shotgun Shells**. Climb on to the wooden crate and jump down on the other side. Head past the train and enter the second set of doors. Examine the sparking control panel at the front of the train and collect the **Mechanic's Memo**. It will tell you that you'll need three items to get the train up and running. The first item is the **Power Cable**, which you already have. The next is the **Fuse**, which you have yet to find. Finally you must find two ingredients to make the **Mixed Oil**. Now walk to the back of the train and you'll meet up with Nikholai and Mikhail another two members from the Umbrella Team. After Nikholia leaves follow him through the door. When you enter the next carriage Carlos will greet you and Mikholia will explain their plans (to get the train operational). Carlos will then give you a bag that will allow you to carry two more items.
Once they have left collect the **Wrench** from the seat on the left. Now leave the train and head to the **Save Room** near the Restaurant to collect the **Hex Crank** (if you aren't already carrying it).

MIXING GUNPOWDER

No longer can you find all of your ammo ready-made, awaiting your collection. You will have to use your Reloading Tool to mix and create the ammo of your choice. This allows you to make the most of your gunpowder so that you only make ammo for the weapons you want them for. The following list shows you how to create the ammo of your choice.

Powder	Description
A	Handgun Bullets
B	Shotgun Shells
C	Grenade Rounds
A + C	Flame Rounds
B + C	Acid Rounds
C + C	Freeze Rounds
C + C + C	Magnum Rounds

- To create Gunpowder C you must combine A + B.
- The more you create a certain type of ammo, the better you will become at making it. Eventually the ammo will be upgraded and become more powerful.
- Combining certain types of Gunpowder with Grenade Rounds can create a special type of Grenade Rounds.

The Gas Station

As you approach the Gas Station you'll see a hole next to the shutter. Use the Hex Crank on the hole and it will break. Now use your Wrench on the broken crank to open the door. Collect the three lots of **Gunpowder A** from the table (not always there) and then walk towards the counter. Carlos will then show up. Walk to the back of the counter and Carlos will run outside to kill the oncoming zombies. When you get the chance leave and check on him. He will then leave telling you to search the area. Head back inside the Gas Station and continue your search. Pick up the **First Aid Spray** and then check the green cabinet.

Getting the Machine Oil

As this puzzle is randomised every time you operate it, there is no set solution. Luckily it is simple enough. In order to get the **Machine Oil** you must light all three red lights on the machine. For each light to operate you must light the red switch above the designated letter. The chosen letter will appear in a lighter shade of green. Press the buttons and you'll start to get an idea of happens. After a bit of perseverance all three lights will light and you'll get the **Machine Oil**.

Finding the Battery

Now make your way back to where you entered the City Hall Gates from the main city.

As you make your way back past the previously locked door on the right it will burst open. Kill the zombies and head inside, press the button on the statue and collect the **Bronze Book**. Take the Bronze Book back to the area of water outside the Restaurant and place it in the empty hole. Now collect the **Compass** from the other hole and then retake the Bronze Book. Now head back to the **Save Room** and place the Book in the trunk. Take the Compass back to the statue where you got the Book and place it on the hand. The statue will rotate, examine it to discover the **Battery**.

The Sub Station

Now make your way to the Sub Station using your map. Use the Battery on the box next to lift and ride it down. As you exit back outside numerous zombies will attack you; there is a barrel out of view that can be hit without you being able to see it. Once they are all dead head into the Sub Station through the door on the right. Once inside collect the two **Red Herbs** that are sometimes there and head through the next door. In this room you will find two doors blocked by shutters. There are also two machines that open these doors. Firstly operate the machine at the bottom of the screen to change the operating system to manual (sometimes you can find **Gunpowder B** on the desk). Now examine the machine on the left of the door. For this door you will need to get the voltage to read between 15V and 25V. To get the One on the right to open you must get the voltage to read between 115V and 125V.

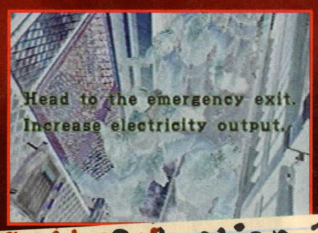
Note: Open both doors before you take any items from either room.

Follow the guide below for the exact solution:

Door 1: 15V to 25V
Red, Blue, Blue, Blue = 20V
Obtain Fuse

Door 2: 115V to 125V
Red, Red, Red, Blue = 120V
Obtain Weapon (Magnum)

Head into the room on the left (Low Voltage) and collect the **Fuse** from the shelf. At this point you'll hear groaning, as you leave the room you see a gang of zombies trying to get in. Your next Live Selection moment kicks in.



Live Selection 3

Option 1: Head for the Emergency Exit

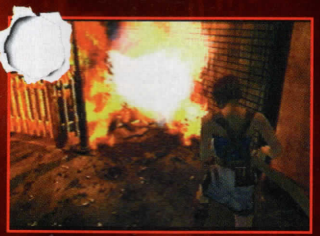
Jill will try to escape via the door but it's locked. She'll shoulder barge the exit and arrive outside.

At that point Nemesis will appear and launch an aerial attack, avoid this and prepare for a more personal approach. If you have everything you need from the Substation simply run away. It's up to you whether you want to stand and fight.

Option 2: Increase the Electricity Output

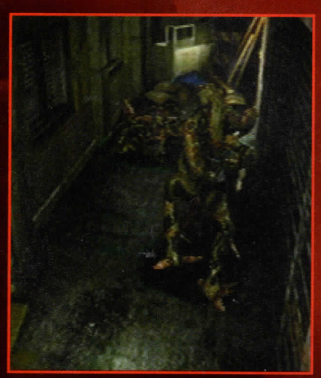
Jill operates the voltage machine and electrocutes all of the zombies outside. This will affect the voltage of the machine so it makes it more difficult to open the doors. If you'd followed the instructions this won't be of any concern.

Resume Game The Fire Hydrant



Now you have the Fuse head back to the Parking Lot **Save Room**. As you reach the top of the lift Nemesis will attack, if you knock him down here you can collect the Eagle Parts B.

Pick up the Wrench from the Save Room and then head into the Parking Lot, exit through the other door and follow the alley along to the end. Use the **Wrench** on the **Fire Hose** to release it. Now head through the first door you reach and to the end of the alley. Head past the burning cars and through the door on the left. Save your game in the **Save Room** and then use your Fire Hose on the **Hydrant**. This will surprisingly put the flames out allowing you access to this new area. Head through the door at the end of the alley and follow the next one to the end. As you come through the next door you'll be attacked by a clawed monster. Once dead collect the **Crank** from the pile of debris in the corner.



Head around the corner and kill the other monster. Enter the building and you'll see a cut scene. Nikolia has just shot a member of his team supposedly because he was infected, yeah right. Search the drawer next to Nikolia to find the **Buisness Fax**.

Collect the **Manager's Report** from the desk and then use the **Remote Control**. You will now see an advertisement for an Umbrella product, there are three possibilities: SAFSPRIN, ADRAVIL and AQUACURE. Enter the name of the product on the password screen of the nearby computer to open the door. Head to the end of the corridor and collect the **Oil Additive** from the far shelf. Now collect the **Gunpowder A** from the other shelf and make your way back out. You'll see some FMV as you go, the whole place is now full of zombies. They will start heading towards you, shoot the pipe next to them and laugh as they all walk into the gas and die. Head out into the office and kill the remaining zombies. Leave the building and head back to the **Save Room** next to the Fire Hydrant. Nemesis will then make an appearance, quickly dash off into the **Save Room** and Save.

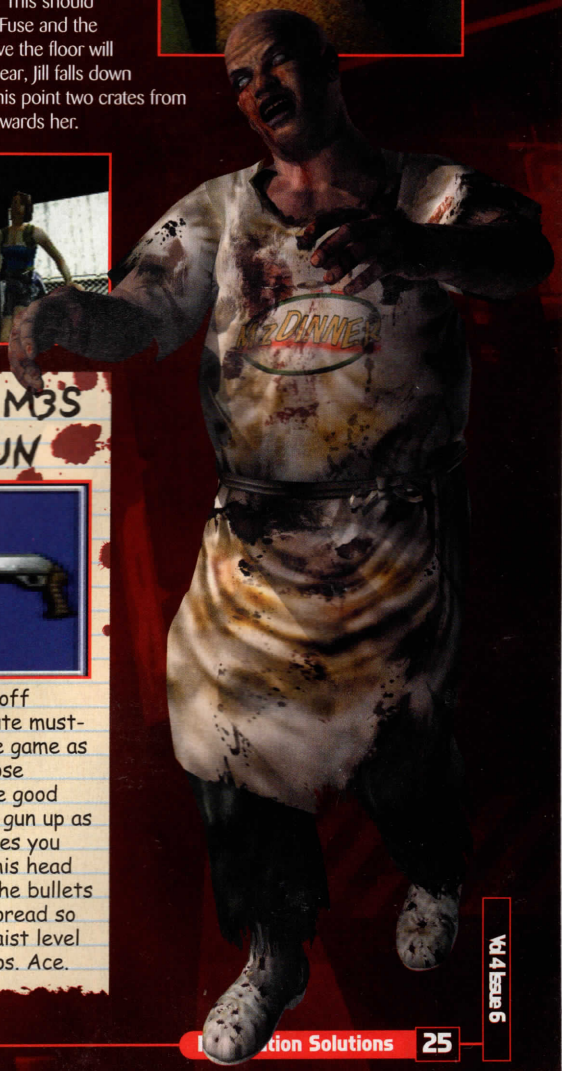
At this point you can visit two locations to collect extra ammo.

Extra Ammo

- Now that you have the Crank you can visit the area behind Bar Jack. In the garbage area is a shutter and a hole for the crank. A variety of ammo can be picked up here.
- Head all the way back to the warehouse and search the container that Dario Rosso hid in. Here you can find Dario's Memo as well as some fine ammunition for a variety of weapons.

The Parking Lot

Now head back to the Parking Lot with your items for the trolley. This should consist of the Mixed Oil, Fuse and the Power Cable. As you arrive the floor will shake and a hole will appear, Jill falls down and pulls herself up. At this point two crates from the van coming sliding towards her.



BENELLI M3S SHOTGUN

The good ol' sawn-off shotgun. An absolute must-have weapon in the game as it can take out those zombie scum in one good headshot. Tilt the gun up as a zombie approaches you and you'll remove his head once and for all. The bullets also have a wide spread so it's also good at waist level against large groups. Ace.

Healing Herbs

Herbs can be found throughout the game but unlike the previous games, they do not always appear in the same place. Every effort will be taken to tell you where you are most likely to discover them

Green
25% Health

Blue
Heals Poison

Red
x2 Effect

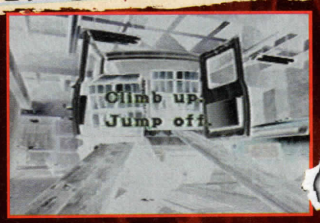
Green x2
50% Health

Green & Blue
25% Health & Heals Poison

Green & Red
100% Health

Green, Blue & Red
Heals 100% Health & Heals Poison

Live Selection 4



Option 1: Climb Up

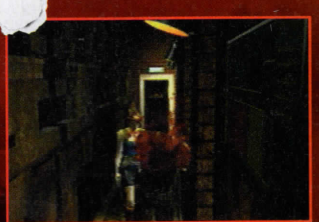
Jill narrowly avoids the sliding crates and pulls herself up and out of the way. You can now continue on your way back to the Trolley.

Option 2: Jump Off

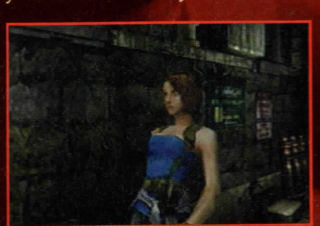
Jill lets go and drops down the hole. Make your way along the passage avoiding the mutant Leeches. Climb the ladder at the end and you'll come out of the drain next to the corpse outside the Parking Lot. Re-enter and head past the hole on your way to the Trolley.

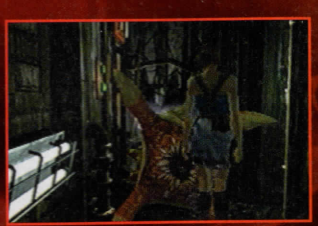
Resume Game

Lonsdale Yard



As you make your way back past the statue inside the gates to the City Hall, Nemesis puts in an appearance as you reach the fork. Choose to knock him down or run away past him. Once you have escaped continue on your way to the Trolley. As you enter Lonsdale Yard the ground will shake and a hole will open up below you. You fall down into the hole and are now faced with mutant worm. To escape this area you must first press the two switches in both of the side passages. This will supply power to the ladder. Press the green switch, this will bring a ladder down with which you can make good your escape. The worm can never leave the wall but it does have a fairly long reach. To avoid this problem, simply lure the worm to the opposite side to the one you want to get to. Locate the two switches and stand back from the passage, then run and press the action button, this way you'll pull the switch before the worm has a chance to get you. Repeat this and then go for the ladder, this can be the most difficult bit if you're unlucky. Once you're on the ladder you're home free.





The Trolley

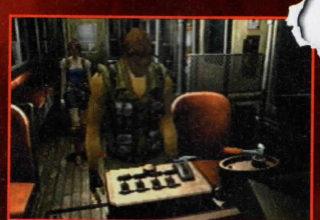
Head into the far carriage and place all your items into the control panel. Carlos will then show up and give you some ammo. Now walk into the other carriage. Carlos will take control and start the train on its way. A loud rumbling then occurs, yes, Nemesis is back. Head into the other carriage to find out what's happening. As soon as Nemesis heads towards you go to leave the carriage, you'll see some great FMV. Once through the door you will encounter the next Live Selection.

Live Selection 5

Option 1: Jump out of the Window

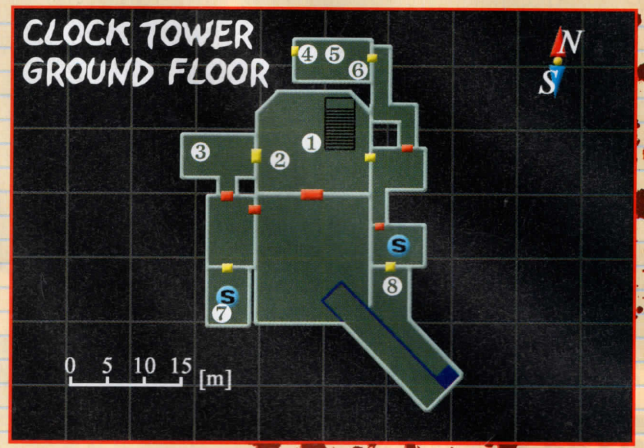
The train comes to a stop in the middle of the Clock Tower Building. As you head into the room burning zombies will attack from behind. Once they are dead check the painting on the right side of the room. It will drop to the floor revealing the **Clock Tower Key**. Enter the next room and save your game. Use your key on the door opposite and head through. Carlos will show up and then leave. Check the table for the **Art Picture Postcard.** The green door is locked for now so head through the other door into the main hall. Check the corpse for **Shotgun Shells (Mine Thrower in Hard mode)** and the **Operation Instruction.** Check the other desk for **First Aid Spray** and the **Clock Tower Map**. Now head through the door on the west side of the hall. Once inside the dining room check the fireplace for **Grenade Rounds** or **Shotgun Shells**. Head through the small door and across the Piano Room to the door on the south side. Enter the Chapel and collect the Clock Tower Key from the small cabinet next to the altar. Pick up the **Gunpowder A and B** and save your game. Now head back to the main hall and climb the stairs. See Resume Game.

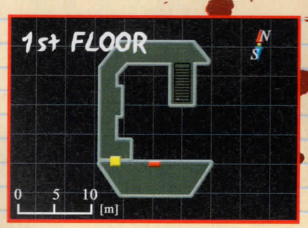
Option 2: Pull the Emergency Brake

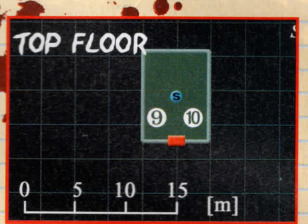


Head into the main garden of the Clock Tower and find the door on the left (the main door is locked). You find yourself in a Piano Room, head to the door at the end. Explore the room, on the right of the altar is a small cabinet, examine it to find the **Clock Tower Key.** Collect any ammo that might be lying around near the altar and then save. As you walk back a large rumbling unsteadies you, yep Nemesis is still alive. Leave the room and once in the Piano Room zombies will burst through the windows. Once they are dead head through the door at the top. As you enter the dining room Carlos will show, after you've given him a good slapping collect the **Grenade Rounds** from the fireplace and head through the double doors. Collect the **Shotgun Shells (Mine Thrower in Hard mode)** from the corpse and then search him again to get the **Operation Instruction**. Check the desk in the centre of the room and collect the **First Aid Spray** and the **Clock Tower Map**. Enter the room at the bottom of the stairs. Once inside you'll see the room is full of spiders, you cannot kill them. Search the desk to find the **Art Picture Postcard.** Check the map and head for the open door, the other is locked. Another **Save Room**. Head through the other door. As you step into this room a painting will fall to the floor revealing a safe. Examine the area and pick up the second **Clock Tower Key**, if you look at the keys you find that one is in-fact the Winder Key and the other the Bezel Key. As you go to leave some burning zombies will attack. Run away or fight, the choice is yours Jill Valentine. Now head back to the main stairway. See Resume Game.

CLOCK TOWER



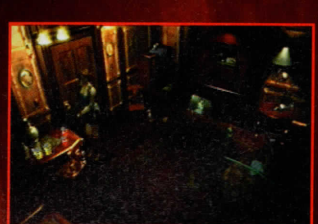


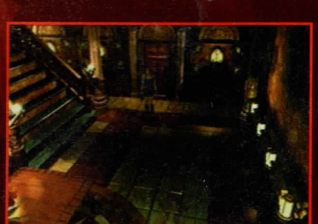


1. CLOCK TOWER MAP + FIRST AID SPRAY
2. SHOTGUN SHELLS
3. SHOTGUN SHELLS or GRANADES
4. BELL
5. 3 STATUES
6. 3 CLOCKS
7. CLOCK TOWER KEY 1
8. CLOCK TOWER KEY 2
9. CHRONOS KEY
10. SILVER GEAR

OPEN DOOR
LOCKED DOOR
SAVE POINT

Resume Game



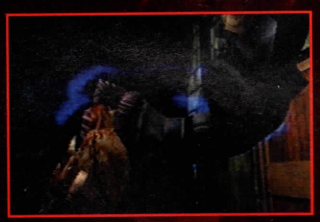


Head up the stairs. When you reach the top watch out for huge spiders that crawl across the ceiling. Shoot them down or run past. Enter the door at the far end. You'll find yourself on the clock tower balcony. Check the far corner for two lots of **Red Herb**. Check the plate in the middle of the wall and insert the Clock Tower Key. This will bring down a ladder so you can climb up into the tower. Collect the **Silver Gear** from the shelf and the two lots of **Gunpowder A**. Head around the corner and you'll find a crate, put your Silver Gear away for now. Head to the Music Box in the corner left of the door. Examine it and you'll find that the music is out of tune. For this puzzle you must find the note that is in tune and select it. Once you have selected all the right notes play the tune to reveal the **Chronos Key**. Now combine your Chronos Key with the remaining Clock Tower Key to create the finished article. Now save your game. Head down the ladder and go towards the door. Nemesis will then show (thought it was a bit quiet) and you'll be given your next Live Selection.

Live Selection 6

Option 1: Use the Light

Jill uses the switch to turn on the spotlights, this will blind Nemesis and send him reeling backwards. Luckily he can't balance himself and falls off the balcony to his death below (if only). Now run back to the Library and unlock the green door.



Option 2: Use the Cord

Jill grabs the cord supplying the spotlights and throws the end into the standing water. Nemesis is then electrified by the current and fried. He falls down unconscious giving you the perfect opportunity to escape. As you run down the balcony Nemesis will chase you, beat him to the stairs and you'll be okay. Now head to the Library and unlock the green door.

Resume Game

Once through the green door in the Library, kill the giant spiders and leave the corridor quickly to avoid the small spiders. Now return to the corridor and examine the body in the corner to get some **Grenade Rounds**. Head into the next room and check the two bodies slumped in the corner. You'll get the **Mercenary's Pocketbook**. Examine the three clocks on the wall and then pick up the three stones from the statues on the other side of the room. Collect them from left to right and then place them on the trays in front of each clock in the same order. This will cause the centre clock to strike midnight revealing the **Gold Gear**. Check the back room and you'll find a bell that is too heavy to move, on side you can usually find some **Shotgun Shells**. Now head back up to the top of the Clock Tower and collect the Silver Gear from the crate. Combine the Gold and the Silver Gear to create a complete cog. Place it into the ornate machine to activate the clock. Now head back down to the bottom and through the door. As you do this an FMV sequence will kick in. The helicopter arrives to carry you off to safety, at that point Nemesis shows up and shoots it out of the sky. You are now face to face with Nemesis and there's no escape this time. Just to top it all, Nemesis injects you with the virus. You must now fight Nemesis until he goes down. Run around dodging his rockets as much as possible. If you take him on at close quarters he can't use his rocket launcher but you'll have to rely on your dodge move instead. When he goes down it does not mean he is dead, only when he wanders off into the flames do you know this battle is over.

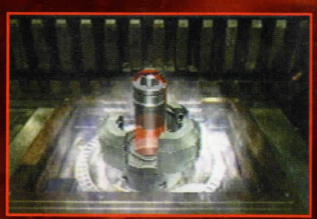
Heavily poisoned, Jill falls to the ground. Carlos then leaps through the flames to save her. You appear in the chapel, after the cut scene has ended you will be in control of Carlos and in search of a vaccine for Jill.

GRENADE LAUNCHER

This pocket sized Grenade Launcher is your best friend in battle. Uses the various types of grenade ammo like Flame, Acid and Freeze rounds. This is the key weapon for defeating the bosses. Make sure you know which ammo you're using and whether it's suitable for that particular boss.

Carlos and the Vaccine

The first thing you should do is save. Now head to the room with the three paintings and statues, head into the back room and push the bell away from the door. You'll encounter a few zombies and spiders along the way so take care. Once through the door head out into the street, take out the zombies using the explosive barrel. Now head for the Hospital. Once inside head forward and you'll encounter two Hunters. Take them out quick and then head through the door on the north wall. This is a save room so use your save and take the ammo from the crate. Collect the **First Aid Spray** from the shelf and leave the room. Collect the blue herb from the side and then explore the room. Collect the **Director's Diary** from the corpse and the **Hospital Map** from the far wall. Now take the **Tape Recorder** from the desk and walk to the lift door on the opposite wall. Examine the switch on the wall and activate the voice recorder. Now use the Tape Recorder to open the door.



Go into the lift and head for B3 first. As soon as the door opens shoot the mass of zombies that attack. Follow the corridor along to the end and enter the door. Head to the back of the lab, behind the shelves. You'll then see a cut scene of Tyrell. He opens a safe in the wall which reveals a bomb, which explodes and kills him. Check the corner for green herbs and then head through the door opposite. Pick up the **Medium Base** from the shelf and collect the **Medical Instruction Manual** from the desk. Find the chemical synthesiser and use the switch to operate it. This will drain the tanks. Now place the Medium Base into the machine and follow the instructions:

Operate I, Leave II, Operate III, Operate A, Leave B.

You'll now receive the **Vaccine Medium**. As you go to leave the Hunters break free and attack, either kill them or run away. Now head back to the lift and take it to 4F.

Head to the door at the end of the corridor. Once inside watch out for the two Hunters that appear. Head around the back of the shelves and collect the **Sickroom Key**. Now collect **Photo D** from the same spot. Head back out and take a right in the corridor. Enter the first unlocked room on the right and kill the worms inside. Check the doctor's body and you'll be given one of three numbers: 104, 253, 325.

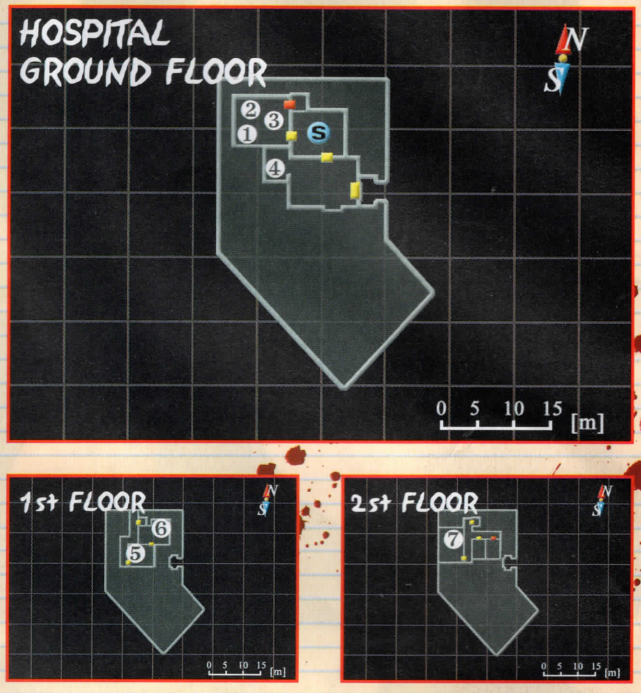
Now leave the room and use your key next door. You'll find a small cabinet that you can push. There are four metal plaques in each corner of the room, you must push it on to one of the plaques (random), if it's not the right one a small spark will appear and you'll get an electric shock. Once it's on the correct plaque a painting to fall from the wall revealing a safe. Enter the code you got from the doctor next door and collect the **Vaccine Base**. Combine the Vaccine Base and the Vaccine Medium to make the... **Vaccine**!

Now head back downstairs to the ground floor. As you leave you'll encounter two Hunters; the same goes for when you leave the lift. As you reach the reception area you'll notice that someone has rigged the whole place to blow. You now have 20 seconds to get outside. After the great FMV head back to the chapel to fix Jill.

You'll meet a bit of resistance on the way. When you reach the main hall Nemesis will burst through the ceiling and attack you. Kill or run from Nemesis. When you reach the Chapel walk up to Jill and you'll automatically give her the Vaccine.

Save your game and pick up the Lockpick from the crate. Now head back to the Park whilst avoiding Nemesis. Use your Lockpick on the blue door. Enter the save room and collect the Park Key from the key rack. Search the lockers to find some **Grenade Rounds**, there might be some more on the desk. Pick up **Photo E** from the desk and head for the Park Gates.

HOSPITAL



1. HOSTITAL MAP
2. TAPE RECORDER
3. FIRST AID SPRAY
4. RED HERDS (sometimes)
5. MEDIUM BASE
6. CHEMICAL SYNTHESIS MACHINE
7. SICKROOM KEY

OPEN DOOR

LOCKED DOOR

SAVE POINT

TO BE CONTINUED

In next month's issue we'll be taking you to the very end of this horrific adventure. What's more, we'll also include a full walkthrough to the excellent sub-game, The Mercenaries!

GAME DATA

PUBLISHER:	Activision	PRICE:	£39.99
DEVELOPER:	Kalisto	NO OF PLAYERS:	One Plastic Toy
		GAME TYPE:	3D - Adventure Game

Toy St

The toys look on in horror as the new anatomically correct doll reveals her secrets.

CONTROL FREAK

COMPATIBILITY

BEST ☐ ☐ ☑

SECRET FEATURES...None

COMPLETION TIME...1 – 2 Weeks

MEMORY CARD...One Block

LEVEL STRUCTURE...Split into a variety of objectives you must complete in each area. Tokens must be collected through various tasks before you can proceed to the next level.

The boys are back in town! But Woody's been kidnapped and Buzz is leading a rescue to save him. It's not going to be easy, but fear not! Once again Solutions comes through with a guide that makes this Toy Story seem like child's play!

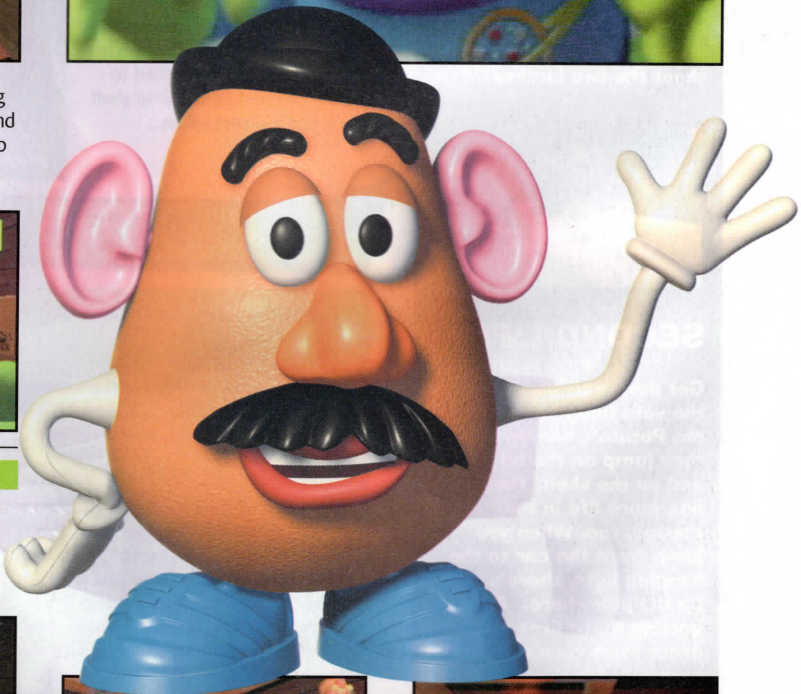
ory 2

Each area has several objectives to complete. All of them are covered in the guide but in which order you go about them is up to you. We've concentrated on the Pizza tokens mostly as these allow progression through the levels...

LEVEL ONE : Andy's house

THE ATTIC

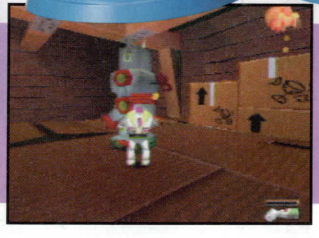
The first planet token can be won from your first mini-boss: Tin Robot. This boss is located above T-Rex (the dinosaur) in the attic. You can get up there by climbing the plant to the right of Andy's room on the landing. Then jump on the table and on to the rope. Once up in the attic you'll find the Tin robot in the centre on top of several large boxes.

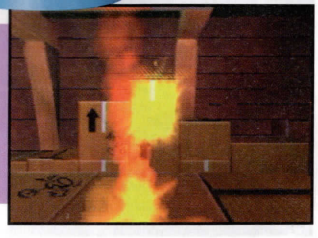


DEFEAT THE TIN ROBOT

He's very easy to defeat, just run around him until he stops to wind up. Use this opportunity to fire at him. After five or six hits he'll explode and, as with every token collected, you'll be given the choice to either continue or to go to the next level. Try using high power laser blasts (hold and let go of the fire button) to take more energy from him.

It was love on the dance floor for our Buzz...





TRICKS 'N' TOYS

MORE LIVES

So you run out of lives in the middle of the game, what do you do? The lives are way too difficult to obtain in later levels now so go back to the first level and picked up the two easy lives and then pressed exit I would have two extra lives.

FIRST LIFE

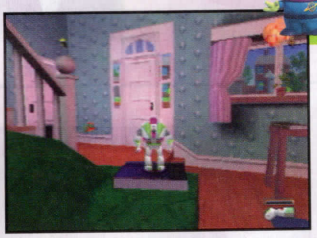
The first life is in the baby cot (in the same room you start in). You have to get on the chair then on the table from where you should jump on the bookcase under the window. Then push the board and double jump on to the bed. Then double jump on the small table then on the drawer. Then get on the top and on to the wire (if you want there's a battery here to collect). Slide down to the baby cot and collect the life token. To exit the cot shoot the two latches.

SECOND LIFE

Get down the stairs and on the sofa jump to where Mr. Potato's ear was and then jump on the bookcase and on the shelf. There's one more life in the garage, too. When you jump from the car to the hanging light, there's one up the pole there. After getting those lives just press start then exit and save.

THE GARAGE

If you choose to continue, go back down to the T-Rex on the landing. Go down the stairs and to your left there's a door, enter through the cat flap to get into the garage. Behind the car you'll encounter the remote control car. It'll challenge you to a race...this race isn't too difficult: Just run tightly around the car (inside track) and avoid the enemy toys littered in your path. After three laps, if you won you'll receive another pizza planet token.

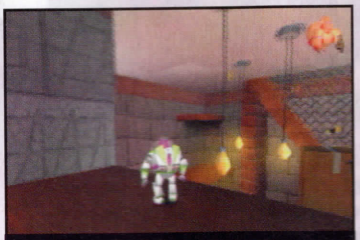


THE LIVING ROOM

In order to obtain the next planet token you'll have to help Mr Potato find his ear. Finding Mr Potato's ear is easy...go in to the living-room and onto the sofa, there press ✕ and immediately after press ⊙, this way you'll jump across the room to a shelf. The ear is just underneath you...But be careful not to slip off the edge.

THE BASEMENT

After giving the ear to Mr Potato he'll let you use the protective shield. This shield allows you to cross the green sludge and collect the coins there. Now you'll have to climb some boxes to gain altitude...When you're high enough try jumping across the green thing on the shelf near Mr Potato...From there you should try to jump carefully on the two shelves above you. When you're on the final shelf you'll see some lamps. Jump from wire to wire in order to cross the room and arrive on a shelf with 3 boxes. Push them in to jump from the small shelf to the big one and on the final shelf you'll find a planet token...



Jump onto the light cords to get across.

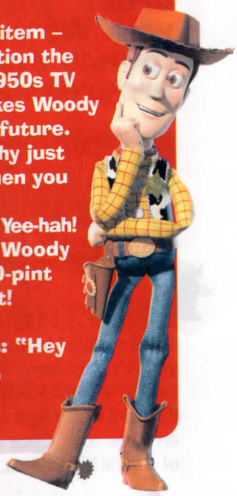
THE PLAYERS – TOY STORY 2

The first part of our character guide to the whose who of Toy Story 2...

WOODY (Voiced by Tom Hanks)

Being a pull-string toy in a high-tech world has Woody feeling old. Even so, this cowboy can't resist helping another toy in despair. Risking life and limb at a yard sale, he attempts a daring rescue. But while performing his heroic deed, Woody gets nabbed by a greedy toy collector. Discovering he's a valuable collector's item – not to mention the star of a 1950s TV show – makes Woody rethink his future. After all, why just be a toy when you can be a collectible? Yee-hah! Fab Fact : Woody wears a 10-pint cowboy hat!

Often says: "Hey howdy hey, deputies!"



THE KITCHEN

To obtain this token you'll have to find the five missing sheep of the shepherdess.

Sheep One

The first one is in the attic where you fought the Tin Robot. Use the wood board to go up (you'll first have to push the box).

Sheep Two

The second one is in the garage were you won against the buggy. Just jump onto the shelves from the steps in order to reach the front of the car then to the neon lamp, and again jump from the cord of the lamp to another shelf. You'll now have to follow the shelf and jump some bars in order to find this sheep.

Sheep Three

To find the third sheep you'll have to go back to where Mr Potato's ear was then jump to a little table next to the wall. Jump on the shelf to get to the sheep in the corner.

Sheep Four

The fourth sheep is located in the basement. You can get it by jumping from a high step or alternatively use the rope slide you may have seen whilst searching the fourth token.

Sheep Five

The final sheep can be found in the kitchen. You'll have to push a box in order to get on the baby chair (difficult) then cross the kitchen range, go on the fridge and jump on a shelf there. Push the scale off the shelf onto the kitchen sink below. Go down and jump on the scales to reach the final sheep. Now go see the shepherdess on the kitchen table and she'll give you the token. By now you should have obtained fifty or more coins so go talk to the piggy bank in the living room, he'll give you your "final" token of the level.

LEVEL TWO: Andy's Neighbourhood

TOY SOLDIERS

The first token can be obtained by finding all the little green soldiers. The first one is at the start of the level. See the holes in the ground...? A soldier will fire red flares to indicate it's position. Just jump on that hole and press ⊙. With the last hole closed he'll surrender (the holes smoke when properly stamped on). The second one is on the swing in the tree area (the biggest area of this level). The third one is in the pool area. Jump on the chair near the hole by witch you entered then jump on the plant and go up. Jump on the fountain (kill the toy) then to another plant from where you have to jump to a small table (kill another toy again) then push the board in order to get to another plant (this acts like a shortcut in case you fall). Then jump to a fountain and on some bars. Finally jump to another plant where the soldier awaits at the top.

The fourth soldier...go through a hole in the tree area (behind the buggy to the left). You'll see a broken down red car on jacks. Jump and press the two red buttons in order to lower the car then get on it from the front then to the roof and to the back of the car. You'll then have to jump then press ⊙ to cross the area and arrive on a watching machine where you've got to push the board (shortcut) to get across. There you'll have to jump from cord to cord (you can't hit any washing or you'll fall) in order to land in the basket where the soldier awaits. The last one is on a branch of the tree after passing the piggy bank. Now that you've collected all of the soldiers go see the general at the start of the level on the stairs of Andy's friend.

THE TREE

First go where the buggy is ...you'll notice a big tree central to this area. Near this tree you'll find a tire/rope swing. Double jumps on it then climb the rope up into the tree. Here you'll find the piggy bank (if you have the fifty coins, give them to the pig).

Continue and climb the tree until you find a wood board. Make this board swing so that you can run and jump to the branch easily. It's advisable to destroy the enemy toys as they can cause you to fall. Jump on the little wire (not on the branch). You can now double jump on to the little branch to arrive at a higher point.

Here you'll need to jump or double jump on the tiny branch in order to get to the other branch. Now continue toward the top of the tree where you'll fight your second mini-boss the evil kite.

THE EVIL KITE

The kite isn't that difficult to defeat. But be careful he can throw you down so just stay at the centre of the wood board and fire at the kite using the L1 and R1 buttons...

After obtaining this difficult token head to the pool. Go there through a hole at the left side of the buggy area.

CHEAT THE RC BUGGY TO THE FINISH LINE

There's a neat little trick to beating the buggy without turbo boots.
In the second level, Andy's Neighborhood, you can defeat RC without the jet boots. Every time the RC car tries to overtake you simply step in front so it runs into you. The RC car will stop for a short period allowing you to run off ahead. Repeat the process to get the Pizza Planet Coin.

THE POOL AREA

Notice a plastic duck by the pool. Pump it with the...pump (press ⊗ then ⊙) until the duck goes in the pool. Jump on the duck and press again ⊗ and ⊙ the duck will go underwater and then jump up, as it jumps, double jump to get the token above the duck.

As for the rest of this area you must start from the chair, hop onto the plant and climb up. Now from the fountain, plant and bird stand you must jump and swing your way around the high edge of this area.

A BUG'S LIFE

If you talk to the T-Rex he'll tell you that you'll have to get the turbo boots to defeat the buggy. After obtaining them (level 7) defeating him was very easy just make sure that the enemy red toys don't stop you and that you jump across the sandpits.

LEVEL THREE: Bombs away!

Change view with L1 and lock on the plane with R1 then just wait until he comes close enough (you can charge to super fire meanwhile) and blast him. Avoid his counter fire and you shouldn't have many problems putting this plane down for good.

The Russian stunt team once again faced a horrific disaster...

BUZZ LIGHTYEAR (Voiced by Tim Allen)

Buzz Lightyear, space ranger, proves he's got the right stuff when he leads his friends on a quest to find Woody. Taking charge of "Operation Rescue Woody." Buzz Lightyear bravely guides the gang through the great unknown. When Woody decides he doesn't want to return to Andy, it's up to Buzz to remind his pal what it means to be a toy.

Fab Fact : Buzz's intergalactic wrist communicator helps him keep in touch with Star Command.

Often says: "To infinity...and beyond!"

LEVEL FOUR: Construction Yard

From the start head right and you should find a small porta-office. Go in there you'll find the green liquid from the first level, avoid stepping on it. You need to get onto the table, so use the chair. You'll then have to climb a rope in order to get onto the shelves. Jump onto the drawers that open and close randomly. Your target is the big desk, try to time it right and it shouldn't be difficult. There a puzzle awaits, you must mix different colours so they match with those on the wall.

The final of Gladiators proved too much for the dinky Buzz

BULLDOZING

After that you could go for the under-boss ... just trying to reach him will give you a headache. First of all you should try to find two switches that unlock a shortcut. Try to find the bulldozer (it should be near the house just in front of you at the start of the level). Just use the stairs at the back of it to climb on-board.

SWITCHES

Enter the drivers cab where you should find a switch. Press it, then quickly jump on the front and you should then be able to reach the construction girders. Follow the route upward, you should do circles as you go up. Try to find the first switch shortcut to activate the lift from the ground. You should also have found Mr Potato's eye so go see him (next to the porta-office) in order to get your disk launcher. This disk launcher will help you defeat the level boss.

Activate the switches on the girders leading upward. This'll save you a lot of time if you should fall off. From here you should take the moving girder and it should take you up where you should jump on another yellow girder and onto the upper construction area. There you should find another switch to create a second shortcut. Continue onwards and upwards to face the mini boss above.

TIKES

You have to find five missing little tikes around this level. Here's the locations...

- **In the porta office – upper shelf past the moving drawers.**
- **In the bulldozer**
- **On the construction yard near Mr Potato's eye**
- **On the top of the construction girders, walk across the crane frame to the end.**
- **At start of level if you turn to your left you should see a brick you can push, so just push it ,climb it and the tike should be there...**

The boss worker awaits you near the office, where he'll give you your well-deserved planet token...

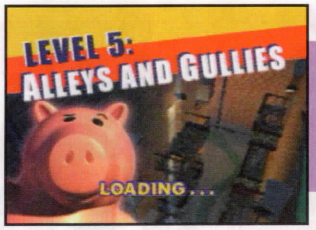
The final token will be given to you if you have collected fifty or more coins. So go see the piggy bank near the final tike (see above).

SLINKY DOG CHALLENGE

Your second goal should be the slinky dog's challenge. He's waiting at the centre of the construction yard, he'll ask you to find five wrenches. All five are on the grey construction area so don't leave this area. You'll slow down if you walk normally here, so instead try to do little jumps. This token shouldn't take too much time but remember that you'll have to go back to see the dog after finding the five wrenches in order for him to give you the token.

LEVEL BOSS

This shouldn't be too difficult if you gave Mr potato his ear. Just run around (you should find batteries and a disk launcher in the corners). Target L1 lock R1 and continue firing until defeated.



LEVEL FIVE: Alleys and gullies

Walk right ahead until you arrive at a big trashcan and take a look around. You should find a box you can climb onto. A rope should be there from where you can go up to the trash can. There's a hole on the wall there and you'll arrive in the market place where the piggy bank sits underneath an umbrella. Another box should be push-able there. There should be access to the table, so climb on to it. Once on the table you should be able to take the disk launcher.

MONKEY TROUBLE

Now go to the other box and jump on the table with the vegetables. Jump on the shelf and make it incline so that you can jump to the other shelf. Now kill the monkey creature with your disk launcher. Then jump over to where he was. There you should find a button to activate the fan. Now jump carefully on the table bellow (Carefully because if you fall down you'll have to push the box to the other side and try to jump on the table again) It maybe easier to jump from the box to the balloon string (give it a try). Once on the table you have to catch a balloon that will take you to a token.

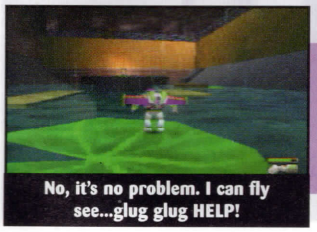
CLOWNING AROUND

Once you get the grappling hook (Level 10) you can go up and defeat the clown ...It takes time to get on to the roof so watch your step. The boss here isn't difficult to defeat. First when you're on the ground you should find a green power up thing that gives your laser super fire without having to fill the super charge. Now locate the clown, lock on and continually fire at him. After getting the G.H and defeating the clown you may have over fifty coins so go back down to the piggy bank and get your token.

WET BONES

The fourth token takes time to complete. It's recommend that you get the turbo boots (from level seven) they can really help a lot with speed if you fall into the water. To get to the slinky-dog you'll have to push a box near the other end of the alley in order to reach a hole in the wood wall. The Slinky dog awaits you at the centre of the pool.

You'll have to collect all five of his bones all around you without falling in the water. My way was getting on a wood board that was coming and then take the two or three bones from one side by double-jumping and then do it to the other side. It has to be done quickly and carefully. Usually falling in the water spells doom for this challenge.



HAMM

(Voiced by John Ratzenberger)

He may be a know-it-all, but this piggy bank is loyal to the end – and he'll give the old "pork chop" to anyone who thinks otherwise! When his friend Woody is toynapped, the quick witted Hamm uses his common cents (sorry) to help figure out who the thief is and join the rescue team to Al's Toy Barn.

Fab Fact: Hamm is filled with coins from around the globe, along with pogs, gum wrappers, and the key for Andy's bike lock.

Often says: "Don't make me lose my change!"

DUCKLING HELL

Now the fifth token in the order of this level would be the Ducklings search and rescue. You need to collect five of them and return to the mother duck who'll hand over a token by way of a reward for your help. Here are the duck locations...

1: duck is in the water past the saw horses...in the bottom of this pond is a free life.

2: duck is on the far side of the water from slinky dog, get onto his platform and hop across or wait until you get the jet boots...the duck is behind the step on the far side.

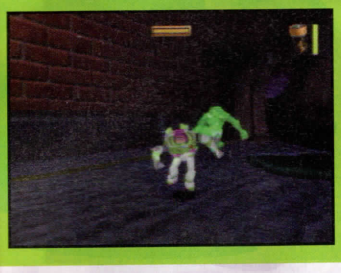
3: duck is in the part of the alley that contains the umbrellas. You need to get onto the table by the balloons and jump to the umbrella across from it, then you get onto the immediate right side. Followed by jumping across to the second awning where you will find your third duck.

4: duck is in the alley where you can use the grappling hook to get up to the clown boss. You'll find it on the right side of the alley in a window with bars.

5: duck is in a rain gutter to the right of where you are headed up the building to get to the clown boss. Instead of going toward the left rain gutter, go toward the right one and get your last lost duck first.

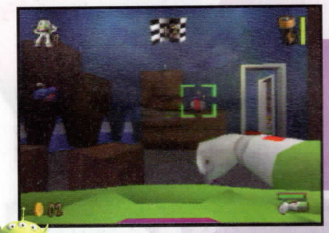
LEVEL SIX: Slime time

This garbage-based creature may seem unbeatable. But the strategy here is simple, just keep hammering the fire button repeatedly and you'll see him grow. Keep firing when he 's at a distance and try to remain at a distance. Close range firing will seem useless, but keep a distance and try to pick up the green laser power-up that appears mid-battle. Collecting this makes short work of this battle and this boss.



LEVEL SEVEN: Al's Toy barn

Your priority is to find the five missing chicks. At the start of the level go straight ahead (past the trampoline) and go talk to the egg at the end of the corridor...He has your two challenges. The way you solve these challenges is the same but your price will differ. In the first challenge you'll collect a chick but in the second one you'll be given a token.



SHELF TRACKER

In order to get those prices you'll have to reach them under the given time. So speak to the egg then jump backward on to the skateboard who'll roll you up to thetrampoline. You should be lined up with the case so just double jump on to it. Now you think you have to jump on the trolley. You can jump immediately on to the shelf (it'll save you time). Now jump on to the other shelf and on to the rope. You should have plenty of time remaining in the first challenge but should be there just on time in the second one. So don't forget to jump from the rope on to the token immediately.

CHICK SERVICE

At the start of the level turn left into a corridor where basketballs will fall to block your progression. At the end of this corridor you'll find a box. Climb on to it and pass the bicycle wheels to reach the rope and then pass through a couple more wheels. Jump on to the shelf to collect your second chick. Now get on the skateboard and it'll bring you to the mother chick.

You have to push a box here and jump on to the shelf above. Push the box down and on the other side of the corridor (kill the planes and the bad box first). Jump on to another shelf to get the third one. Get in the ventilation shaft and back to the start.

STINKY PETE THE PROSPECTOR (Voiced by Kelsey Grammer)

He may play a comic sidekick on "Woody's Roundup," but this mint-in-box toy is actually revered as a wise old man. All those years in the box have hardened him, though, as he has ulterior motives for wanting Woody to stay.

Fab Fact: Stinky Pete got his name because he took only one bath a month on "Woody's Roundup."

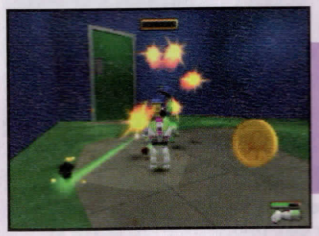
Often says: "It's a dangerous world out there for a toy."

TURBO TIME

Now you have to find Mr Potato's arm. It's over at the counter in the green slime area You have to jump from counter to counter to get it. Mr Potato will unlock the turbo boots and you can now access the trolley at the end of the room. So now push the switch of the riding-horse and get on the counter double time.

After the lap dancing Buzz was all a glow and ready for some wrestling.

Use the boots to get to the trolley (jump from counter to counter). Then on to the Sweet machines. Reach the moving horse in time and you'll be thrown to the chick (No.4). For the last chick you'll need the levitation boots (later on level 13) to get on to some boxes in the room near the challenge egg. You'll then need to jump on some boxes and on to a pile of boxes there. At the top of this pile is the missing chick.



LEVEL BOSS

In the same room as before jump to where the money pig is located. A ventilation shaft should be there that'll bring you to another room with the T-Rex. If you've collected the super fire at the start of the level this boss should be easy. If not...go get the super fire for an easier battle. This boss specialises in throwing fire and can be destroyed quickly but can give as good as it gets. Keep moving around him, don't give him a target and avoid walking across the green slime.

The fourth token is with the piggy bank on the table in the other room (near the egg challenge). If you've got the fifty coins needed (you know by now right?) he'll spout out another token for your hard work. In the same room is a hidden token. Jump on the little table and shoot all three locks. Jump, then onto the drawers to collect the token.

LEVEL EIGHT: Al's space land...

The first token can be quickly obtained. Just jump on the boxes near you.
Then on to the ropes so that you reach an area near the start (on one of the ropes you'll find the first of the five missing E.T s so collect him and go for the boss).

CRANE GAME TOKEN

The next token token we collected was a hidden one. So go in the room to your left where there's a lot of slot machines. Go to the end and you should find a sweets machine but instead of having sweets this machine has a token. So jump on the chair (use the plastic goblet) to the top. The controls here are very simple just turn a little (face the glass thing) so you can see the crane from the side. Now if you push the button the crane will move horizontally and another push will move it vertically...So try to line up the crane with the token to collect it.

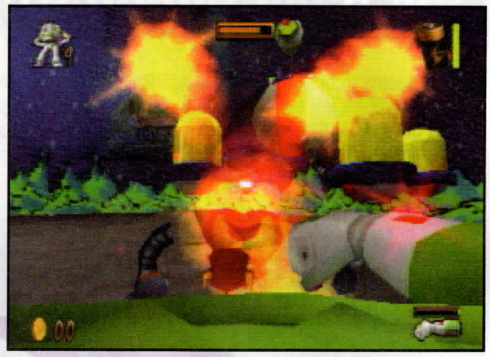
While you're here collect the E.T in the glass container by jumping on the coin-op next to you and then back to the sweets machine. You should now be able to get inside through a hole at the top.

ROPEY CHALLENGE

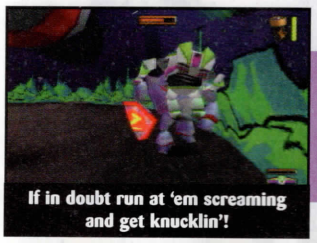
To find the spaceships just go straight ahead from the start and climb the boxes there. Here the challenge becomes apparent. Double jump each time you reach a different colour on the ropes. After getting this token, double jump on a shelf to get your third ET.

ET GO HOME!

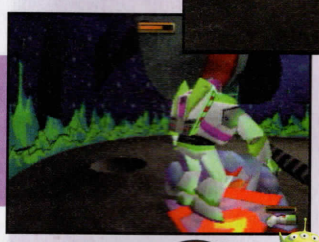
The fourth token is the E.T challenge. You should have three by now so only two more are missing. At the start of the level go straight ahead (the middle corridor) and jump on to some boxes. Then jump on the wires to get to a shelf (some tennis balls will be thrown on you at this point) from here try to reach the shelf higher up.



Now jump to the other side and then again on to the other side. This is the tricky part because you'll have to jump down immediately after getting the cosmic shield. Now quickly cross all those laser beams until you reach some boxes. Climb to the top and use the rope to get to the shelf. Use the other rope and jump on a pile of boxes to reach the fourth ET Jump from box to box to reach the final ET But don't jump down because the Piggy bank wants some coins nearby. So use this opportunity to get the token. And then go see the mother-spaceship (right corridor from the start) to collect your final token from this level.



If in doubt run at 'em screaming and get knucklin'!



JESSIE (Voiced by Joan Cusack)

Jessie is the sassiest cowgirl you could ever meet. But being outgrown by the girl who once played with her has left Jessie a little gun shy when it comes to playing and having fun. She wants to do what's right and soon discovers with Woody's help, that the Prospector's view of the future doesn't suit her-or Bullseye-at all.

Fab Fact: Super skilled with a rope, Jessie can lasso a wandering critter at 60 paces.

Often says: "Yee-hah!" (no really!)

BUZZ MOVES

Buzz is a highly trained space ranger with a whole host of deadly moves. Here's a few of them to master...

DOUBLE JUMP
Press ⊗ to jump. Press ⊗ again while in the air in order to jump higher

SUPER CHARGE
Keep the fire button pressed to fill a super charge depress the button to unleash the super shot.

SPIN ATTACK
Press ⊙ for a spin attack. Keep the button pressed to do a super attack, depress the button to unleash it.

LOCK ON
Press L1 to bring out the first person view mode...You can now lock a target by pressing R1.

SPACE LAND BOSS

This boss isn't too tough either if you've got enough lives. Fire, run and avoidance are the best tactics. Keep your attacks short and attempt to avoid receiving his enemy shots.

REX (Voiced by Wallace Shawn)

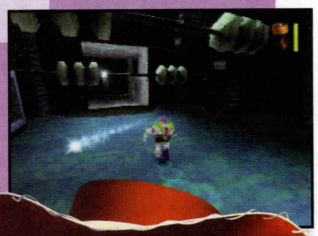
Rex has the kindest heart-and the weakest spine-of all the toys. He's working on that backbone, though, by battling the evil Emperor Zurg...in the Buzz Lightyear "Attack on Zurg" video game. When Woody's toy-napped, Rex nervously joins the rescue mission and faces his fear head on!

Fab Fact: Unlike his prehistoric predecessor (king of the dinosaurs, the big meat eating tyrannosaurus rex), Rex was made in 1989 and has the heart of a leaf-eater.

Often says: "I don't like confrontations."

LEVEL NINE: Toy barn encounter...

This toy seems to be the only boss against whom a definite strategy works. All around the giant toy you'll see six little objects. In order to kill this boss you'll have to kill each part separately and then kill him. In each little object there's one or two enemies you have to defeat either by firing or spin attacking.



LEVEL NINE (CONTINUED) : Elevator Hop

At the start of the level you won't be able to obtain any token immediately. First you'll have to find Mr. Potato's ear. So go in the electrical room and jump from wire to wire to reach the other end of the room. Remember to visit the piggy bank for the coin token. Turn to the other side(face the room) and jump from the top of the right cases (careful, the electricity) until you reach the rope. There you should find next to you on the other case the ear and the first of the five mice you must collect. So now go see Mr. Potato and he'll give you the very useful grappling hook.

After collecting the grappling hook you can climb. So climb until you reach a room with the mother mouse (pass T-Rex the dinosaur where there's the second mouse) there's a shortcut here so activate it. You now have to solve the wire puzzle...(there's also a mouse on the roof, jump to get it). This puzzle is easy, just have in mind that one button lowers a wire and heightens another wire (the colour of which wire is represented on the switch by a coloured arrow...) once the wire is reconnected you'll have access to the token.

ELEVATION

After obtaining this token the elevator should be working and your next goal should be to reach the top (jump from one elevator to the other). At the top you have three choices (three holes). Have a go at the centre hole (there's a mouse) and activate the shortcut. After that I went for the father mouse. He had a challenge for me: follow the token down the ventilation shaft. It's easy, just remember to jump when there's a gap ahead. Then use your new shortcut to go back up and jump to the other side. The under boss is waiting. You don't have anything to do here but to continuously press it. If you're lucky he won't even get to touch you.

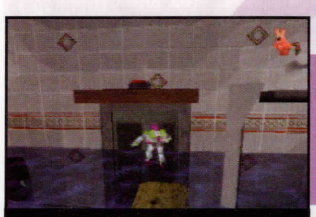
If you followed this way through the level only one mouse should be missing. And he's well hidden. But you still haven't visited one area...the bit behind T-Rex the dinosaur. So go there and on to the second elevator. Wait there until the elevator goes up and you should find the last mouse there. You should have fifty or more coins so go see the piggy bank (electrical room) for your last token.

The 'shoot a clock work mouse in the arse' contest was about to be won, again, by the over zealous Mr. Lightyear.

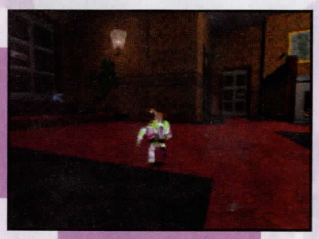
LEVEL TEN: Al's Penthouse

For the first token (the hidden one). Turn right at the corner then push the box to the right through the door. A big gun will throw bombs at you regularly in this area so move constantly to avoid being an easy target. If you follow the line you should be able to push the box there near the big train. Now jump on the train and on to the railroads. Now push all the red buttons so that the little train stops at the dead end.

Push the box that's at the end of the track so that you get at the top of the big train where, by pushing the red button, you'll destroy that canon and collect the token.

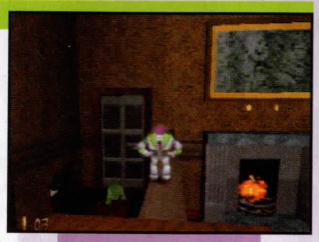


Nah, I can make i...PLOP!



HOUSE WORK

Hopefully you've collected the super fire, so fire the lock in the living room (and the lock on the fridge in the kitchen for later) and head into the bathroom. In this area you'll have to fill the room with water to reach the critter. First push the switch on the bath (jump on the sponges to reach the taps). Push the second switch and go back to the sponges. You have to double jump on the side of the shower door and grip (you have to press ⊗ + ⊙ and not ⊗ + ⊗ for the double jump). Now push the switch to explode the gun and the other one so that the level of the water rises. Now jump on to the sponges then on to the cupboard and finally to the last cupboard where the critter awaits collection.



Go back to the kitchen (and open the fridge with the super fire if you haven't done it before). Now jump in the fridge and jump on the kitchen set. See the point just before reaching the Libra ?, jump from there on the table. Now jump on to the fridge door and on to the shelf (beware the snake). Now jump on the chain rope but be careful, you have to jump immediately to the shelf because this rope has no grip and you'll slide down to the ground. Now you've got all five critters jump on the table (from the shelf) and talk to the cowgirl. Now surely you've collected fifty coins so go see that piggy bank in the bathroom for your final token.

LEVEL BOSS

Now take out the level boss. We recommend you to stock up lives here also because there's two guns here for you to deal with. Remember the box just before...? Now push it all the way back and into the other room. You'll have to climb and jump here to have access the mini-area (far-west style) where you'll encounter your boss. Keep close but keep moving and firing. We recommend you take advantage of that red button.

HORSE SHOES

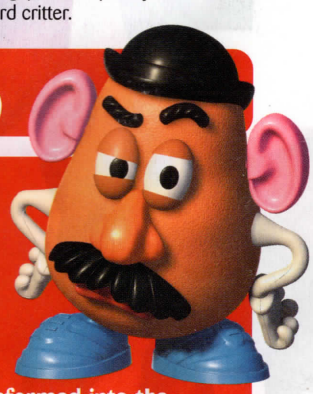
Speak to the horse at the start of the level and immediately go to the left to get the first of five horseshoes. Then go into the living room and to the left side near the fire for the next shoe. At the end of the room you'll gain the third shoe. Then get on the sofa to gain the fourth one. The last shoe is on the table near the sofa. Now go back to the horse and he'll give you the token.

CRITTERS

To obtain this token you have to find five critters in the house .You should have two by now. One from the train and the second from a shelf before fighting the under boss. Now go in the living room then on to the sofa and up on the table. Now follow the gate and hopefully, if the gun hasn't thrown you down, you'll end up on the fire.

Now jump on the table and climb on the wire. You'll be on a shelf (kill the bird). You have to jump on some wires to reach the red button (and destroy the gun). If you managed to do it jump across the (big) gap and hopefully you'll grip the ledge of the shelf and collect the third critter.

MR. POTATO HEAD (Voiced by Don Rickles)



The rescue adventure is long and treacherous, but you can bet that this now-married spud will have a cynical comment every step of the way. Despite his wisecracks, he's always willing to lend a hand to a pal...as long as he gets it back!

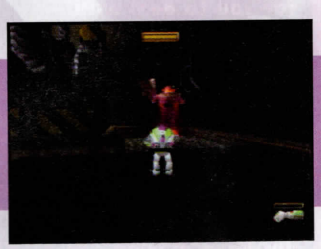
Fab Fact: When Andy's around, Mr. Potato Head often finds himself transformed into the outlaw "One-Eyed Bart." who takes sheep and kidnaps the other toys.

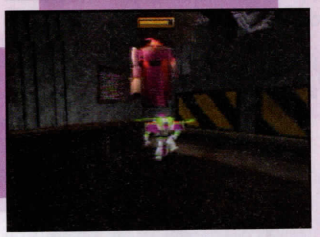
Often says: "Yes, my sweet little potato."

LEVEL ELEVEN : The evil emperor Zurg

Evil Emperor Zurg is Space Ranger Buzz Lightyear's arch enemy. Though he may look the business, Zurg is relatively easy to defeat. When he is near the ground to spin attack him and use that laser sparingly. This won't present you or Buzz with too many problems.

The first Darth Vader design was dropped by Lucas





LEVEL TWELVE : Airport infiltration

You must first find Mr. Potato's mouth (How he tells you this is a matter of debate). The mouth is on the plane after jumping on the second wing just jump on to the shelves. Mr Potato will give you the levitation boots. You now have access to the boss at the top of this room. Like all the other under bosses this one is fairly easy so just kill him quickly. Don't forget to take the passenger there.

SLINKY (Voiced by Jim Varney)

Once the mission is clear, Slinky Dog is the first to join Buzz Lightyear on the rescue team. After all, he's always willing to lend a spring! But when this southern pup discovers that Woody doesn't want to come home to Andy's room, he recoils, sad and disappointed.

Fab Fact: Slinky is bilingual-he also speaks "dog" and acts as the translator between Woody and Andy's dog Buster.

Often says: "Golly Bob Howdy"

WIRED

If you followed this way you should have three passengers. The other one is at the top of the challenge area. First jump on a blue case and you should jump on another moving-carpet. Jump again on to a case to reach another moving-carpet. Now climb a wire and then another wire.

Climb on a wire then on to a bar and then on t o a rope (phew!). Alternatively there's the easy way (now I tell you eh?). You jumped the climbed wire right...? turn over and climb to the top of the wire then on to the lamp and on to the moving-carpet where you should find the last of passengers.

PIG POUNDS

Collect the fifty coins and go see the piggy bank (At the start of the level on a machine: double jump to reach him). By jumping on the machines you should also find your second passenger.

The hidden token is at the top of the plane in the room next to the challenge token.

You've collected the ear of Mr. Potato right? So go back there; jump on two shelves and on to the bar. Kill the snake and now, when the reactors don't turn on, jump on the wires. You should be at the top now so use those levitation boots. Use these boots to go down two levels where you should find a passenger.

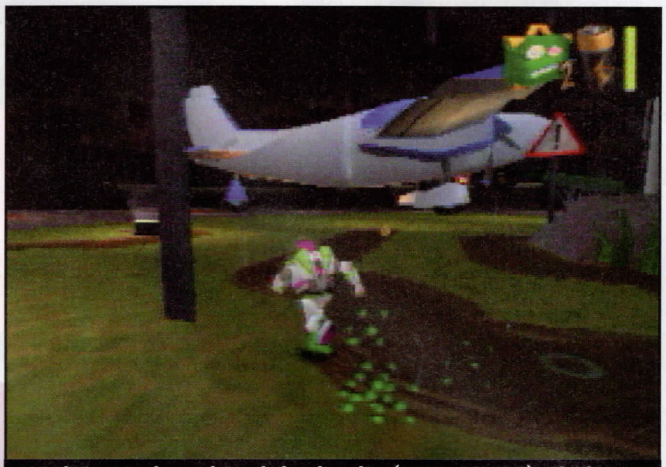
LEVEL THIRTEEN : Tarmac trouble

The first token we collected here was the coin/pig token so just run around the tarmac and kill/collect coins...The piggy bank should be at one corner he's not that difficult to find. Give him 50+ coins and he'll spout forth a token as per usual.

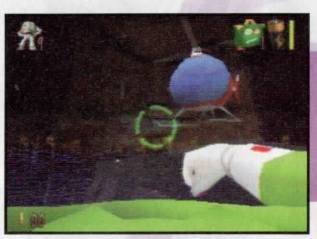
LIGHTS OUT

Go to where the T-Rex is (by the truck) and use the rope to go for the puzzle token. The goal was to turn on all the lights. Solve this simple light puzzle (all the lights must be turned off) and you'll get another planet token.

You can get another token by defeating the boss in section eight. Climb up the pole into the centre and jump out onto the plane. Jump across the middle to the other wing and wait it out until you can jump onto the section with the boss.

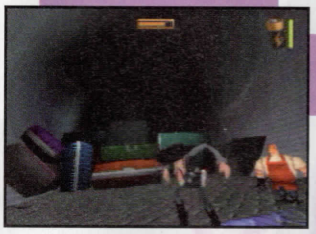


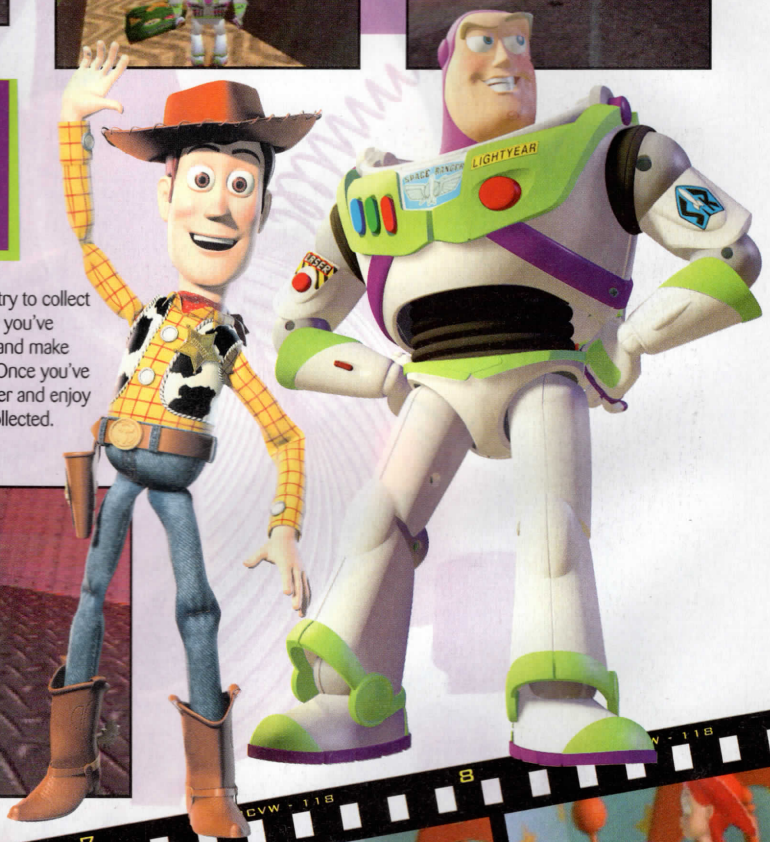
Yeah I've got plenty of time before boardin...(PHHHHHFFFF!!!!)...Oh Christ, HEY WAIT I NEED TO GET TO MEXICO!!!!



LEVEL FOURTEEN: Final showdown. (40 tokens needed to enter)

Here I would recommend you continuously attack either with ⊙ or ⊙ and you should try to collect lots of lives before. These three aren't nearly as difficult as they appear to be. The skills you've adopted throughout the game will be applied to this final battle. Keep moving, lock on and make good shots. The three various targets will cause you health problems so be prepared. Once you've finished the game go to the movie viewer and enjoy the well deserved movie clips you've collected.





Gran Tu

GAME DATA

PUBLISHER:	Sony	PRICE:	£34.99
DEVELOPER:	Polyphony Digital	NO OF PLAYERS:	1 – 2
		GAME TYPE:	Racing

rismo 2

Gran Turismo 2 is the biggest racing game ever. With around 600 cars and 29 tracks to play around with, you might find it all gets a bit too much for your poor little motor head to deal with. So allow us to be a driving instructor, mechanic, car salesperson, and cheat all rolled into one.

CONTROL FREAK

COMPATIBILITY

BEST				
	☑	☑	☑	☐

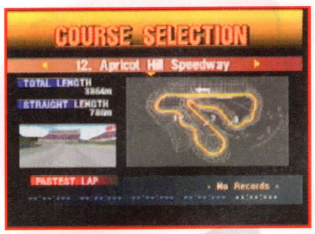
SECRET FEATURES...Apparently if you buy every single car in the game (you'll need to sell them off again to make more room) in black, then you'll unlock the McLaren F1 super car.

COMPLETION TIME...It'll be several months before you reach 100% completion, and even then you're unlikely to have tried out all of the 600 cars.

MEMORY CARD...4 Blocks

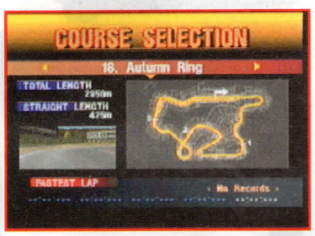
LEVEL STRUCTURE...In arcade mode you must win races to unlock more cars, and on simulation mode you must complete licences tests in order to gain access to a wide variety of races which you can enter at will to earn more money and cars.

MAKING TRACKS



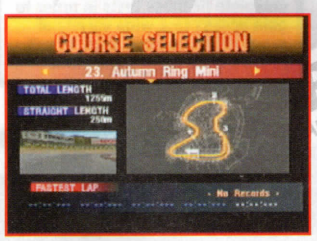
APRICOT HILL

Length: 3864m Best Time: 1:08.731
Top Speed: 339.9 km/h
Difficulty Rating: ☆☆☆
You can go pretty fast around the first corner, but don't accelerate hard out of it. The next corner is tighter so you'll need to brake on your way out of the first. You shouldn't need to slow down too much through the zig zag section but make sure you brake for the wide hairpin. You get up some speed on the straight but you need to start braking early (between 50 and 100 metres from the corner depending on your car) to get around the tight hairpin.



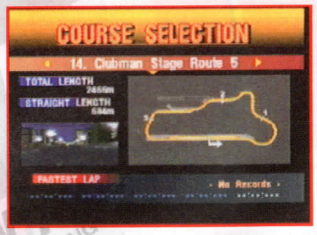
AUTUMN RING

Length: 2950m Best Time: 1:09.737
Top Speed: 276.8 km/h
Difficulty Rating: ☆☆☆
You won't get the chance to get much speed up at the beginning of this course 'cos you'll have to brake pretty soon for the first corner which is a tight hairpin. On the next stretch you can save a lot of time by cutting across the grass verges in a straight line. Further on there's another hairpin for which you'll need to start braking when you're about level with the adjoining piece of track to the left.



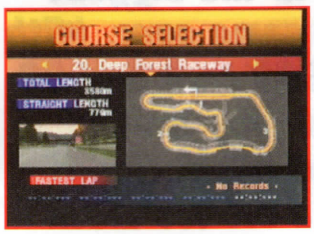
AUTUMN RING MINI

Length: 1255m Best Time: 33.755
Top Speed: 187.74 km/h
Difficulty Rating: ☆☆☆
The first corner on this track is the same as the second hairpin on the main Autumn Ring course so take it the same way. The next corner isn't as tight as the sign before it implies but you'll need to brake a little for it. There's a long slightly curved stretch which allows you to pick up some speed, but don't get too carried away as there's a tight corner at the end of it. On the next stretch you can cut across the verges just like on the main course.



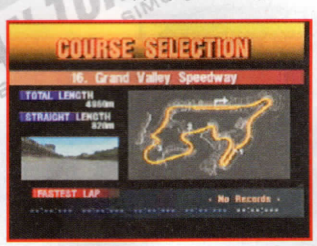
CLUBMAN STAGE R5

Length: 2466m Best Time: 41.398
Top Speed: 324.62 km/h
Difficulty Rating: ☆☆
At the end of the straight, brake slightly and turn right to slide around the first bend, then as you enter the tunnel brake harder and turn left to slide around the long left hand curve. The rest of the course is pretty basic so you shouldn't have too much difficulty with it.



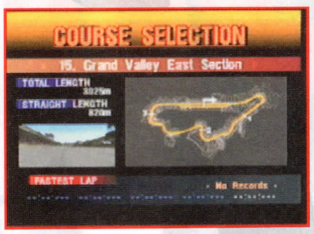
DEEP FOREST

Length: 3580m Best Time: 1:06.057
Top Speed: 310.56 km/h
Difficulty Rating: ☆☆☆☆
As you may remember from the first Gran Turismo game this is a good track for cars with a high top speed since it has two long sections on which you can put your foot down. Take special care to avoid the edges of the road while cornering as most of this track has slippery grass verges.



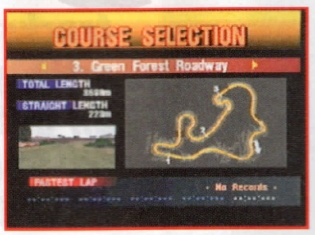
GRAND VALLEY

Length: 4960m Best Time: 1:39.893
Top Speed: 324.25 km/h
Difficulty Rating: ☆☆☆☆☆
It's at this track's two nasty hairpins where you're most likely to come unstuck. The trick on the first one is to enter the left hand bend on the outside and cut across it in a straight line. This should prevent the car's weight from being unbalanced when you brake for the hairpin. For the second one increase your chances of success by reducing your speed slightly as you go over the top of the hill and braking very early for the hairpin to compensate for the downhill approach.



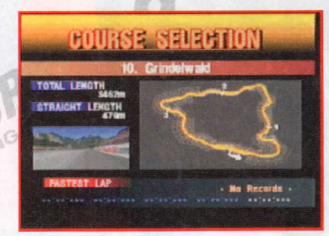
GRAND VALLEY EAST SECTION

Length: 3025m Best Time: 56.303
Top Speed: 323.97 km/h
Difficulty Rating: ☆☆☆
The trickiest part of this track is the hairpin at the end of the straight which should be dealt with as described for Grand Valley. The only other tough bit is the tight left hander just before the tunnel. You shouldn't be going too fast as you approach it but brake pretty hard anyway 'cos you can get into all sorts of trouble if you miss the tunnel entrance.



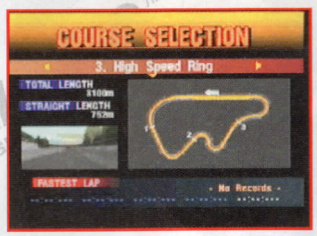
GREEN FOREST ROADWAY

Length: 3698m Best Time: 1:19.749
Top Speed: 255.11 km/h
Difficulty Rating: ☆☆☆☆
The first few corners are pretty simple, but start braking as you go through checkpoint 1 to reduce your speed enough for the hairpin. It's also a good idea to brake as you come out of the tunnel because if you go too fast you'll jump and won't get the chance to slow down for the next bend. There's a fairly straight section just after checkpoint 2 but it's not necessarily best to take it flat out as the chances of losing control on the bumps are pretty high.



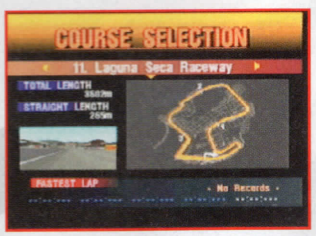
GRINDELWALD

Length: 3462 Best Time: 1: 11.271
Top Speed: 325.72 km/h
Difficulty Rating: ☆☆☆
This most picturesque of GT's new courses is generally pretty easy going. The only bit to watch out for is the section running along the railway track, which isn't as straight as it appears to be. There's an S-bend in the second half of it and you'll need to brake a bit to get around it.



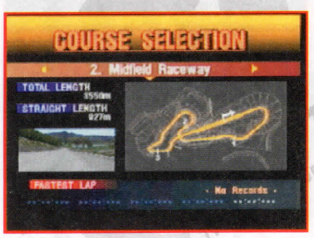
HIGH SPEED LINK

Length: 3100m Best Time: 45.000
Top Speed: 348.79 km/h
Difficulty Rating: ☆☆
It's the High Speed Ring from the first Gran Turismo under a new name. It's nice and easy, just hammer it around and powerslide around all the corners.

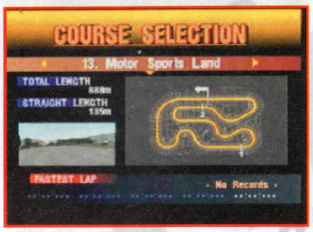


LAGUNA SECA

Length: 3602m Best Time: 1:13.850
Top Speed: 304.24 km/h
Difficulty Rating: ☆☆☆☆☆
The first corner looks pretty wide but because you approach it downhill you need to brake pretty hard for it. The 'Corkscrew' is a tight S-bend awkwardly positioned on a sharp drop. As you approach it you'll need to start braking before you reach the top of the hill otherwise you'll probably jump, screwing yourself right up. The very last corner on this track is also nasty because you can't see it as you approach it uphill. To be safe start braking as you reach the dark racing line marks.

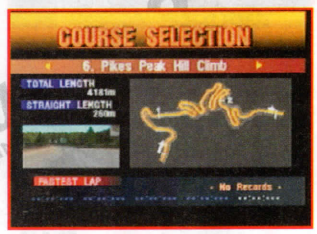


MIDFIELD RACEWAY
Length: 3550m Best Time: 1:00.427
Top Speed: 345.44 km/h
Difficulty Rating: ☆☆☆
This course is nice and fast and not too difficult. The trickiest bit is the sharp hairpin just before the second tunnel. Slow down more than is necessary to get through the zig-zag because you need to take the hairpin really slowly.

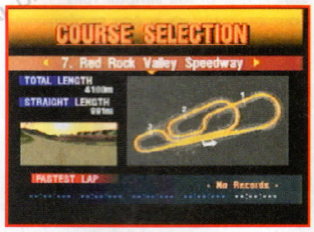


MOTOR SPORTS LAND
Length: 888m Best Time: 32.265
Top Speed: 132.96 Km/h
Difficulty Rating: ☆☆☆
This teeny tiny course is designed for you to fine tune your driving skills. It's full of complex corner combinations so it requires a very precise touch. Definitely one for small FF cars rather than big turbo powered beasts.

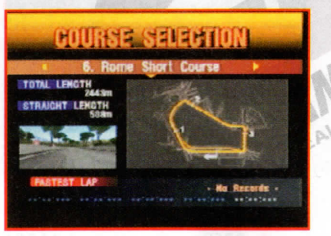
The Fiat Barchetta is nice for nipping around city courses, but that soft top means it's totally inappropriate for visiting wildlife parks.



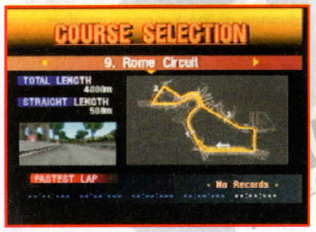
PIKE'S PEAK
Length: 4181m Best Time: 1:47.590
Top Speed: 269.21 Km/h
Difficulty Rating: ☆☆☆☆☆
This is a very tough course featuring several series' of hairpins which require serious sliding expertise. Sliding around hairpins is difficult because you have to turn the car almost 180° and slide at the same time. Once sliding you need to turn in the opposite direction to stop the car spinning too far round, and accelerate to maintain your speed. If you steer in the opposite direction too much your rear end will flip out when you come out of the slide, and if you accelerate too hard you'll lose control. So a delicate balance is needed.



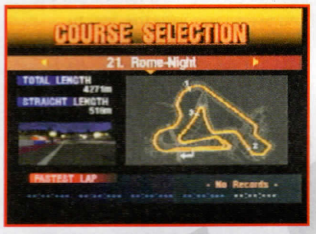
RED ROCK VALLEY
Length: 4100m Best Time: 1:04.728
Top Speed: 355.22 Km/h
Difficulty Rating: ☆☆☆
This is a very fast speedway course, so drive it in the same style as you do for the High Speed Link track.



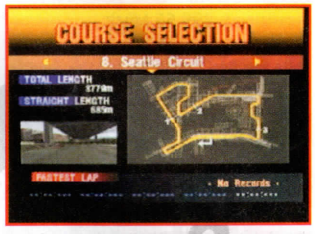
ROME CITY COURSE
Length: 4000m Best Time: 1:05.76
Top Speed: 321.29 Km/h
Difficulty Rating: ☆☆☆☆☆
There's a lot of tight angled bends on this course. The best way to take them is to slow down well in advance and slide across the kerb on the inside of the corner.



ROME SHORT COURSE
Length: 2443 Best Time: 40.549
Top Speed: 311.24 km/h
Difficulty Rating: ☆☆☆
This is just like the Rome City Course only easier. It does have some sharpish corners though so take them in the same way as on the city course.



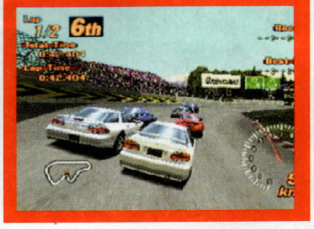
ROME -NIGHT
Length: 4271m Best Time: 1:27.307
Top Speed: 280.75 km/h
Difficulty Rating: ☆☆☆☆☆
This is laid out differently to the daytime Rome course but in pretty much the same style i.e. lots of straights followed by sharp corners. It can be tackled using the same techniques as the Rome City Course but the darkness may mean that it takes a bit more practice to learn.



SEATTLE CITY COURSE
Length: 4271m Best Time: 1:27.307
Top Speed: 280.75 km/h
Difficulty Rating: ☆☆☆☆☆
This track is similar to Rome only not as flat. Start braking hard between 50-100 metres from the first corner and powerslide around it. Drive up the hill and brake and turn hard as soon as you land the third jump. Continue through the course using the inside kerbs as described for Rome. When on long wide stretch of road, keep an eye on the signs on the left which indicate the distance to the corner then launch into a big powerslide as you reach about 50 metres.

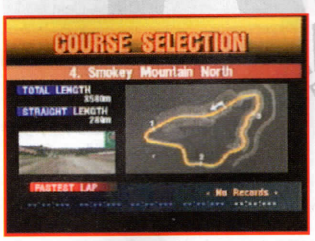
SMASHING STRATEGY

When racing, exploit your opponents as much as possible. If there is a car in front as you approach a tight corner then you can afford to enter the corner at a higher speed and ram the other car to slow yourself down as you go round. This is particularly effective on corners with a large area of grass or gravel on the outside edge.



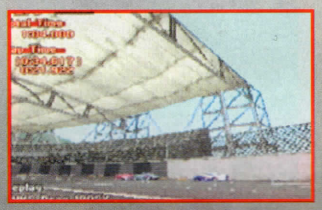
SEATTLE SHORT COURSE

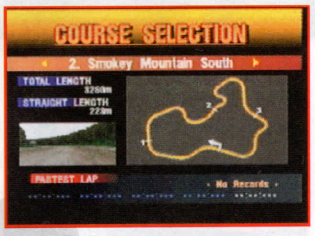
Length: 2179m Best Time: 49.135
Top Speed: 299.55 km/h
Difficulty Rating: ☆☆☆☆
Take the first corner as for the Seattle City Course, then drive the rest in the same style as for Rome, taking extra care on the hilly parts of the track.



SMOKEY MOUNTAIN NORTH

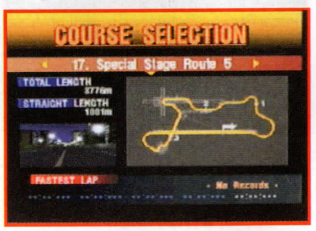
Length: 3580m Best Time: 1:01.702
Top Speed: 278.47 km/h
Difficulty Rating: ☆☆☆
You can go pretty much full speed for the first part of this course, taking care over the bumps, then go into a big left hand powerslide as you pass through the first checkpoint. The rest of the course is pretty easy going but there are some bumps on the corners to catch you out. Just remember never to turn hard as you go over a bump or your car will continue turning in the air and you'll land awkwardly.





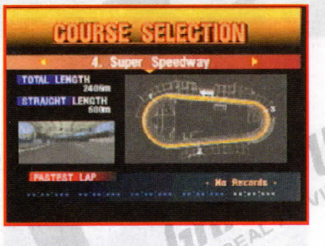
SMOKEY MOUNTAIN SOUTH

Length: 3260m Best Time: 1:04.304
Top Speed: 275.5 km/h
Difficulty Rating: ☆☆☆
This course can be pretty tricky 'cos there are a lot of long bends with bumps on, so take it easy over the bumps. The first right hand bend is a long steady curve most of the way round but tightens at the end so slow down a bit to avoid getting caught out. Also slow down well in advance of the S-bend just after checkpoint 2, and the right hander just after checkpoint 3.



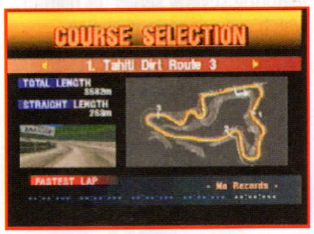
SPECIAL STAGE R5

Length: 3776m Best Time: 1:12.492
Top Speed: 326.4 km/h
Difficulty Rating: ☆☆☆
A bit of an awkward track from the first GT game. Take the first to corners in exactly the same way as for the Clubman stage. The trickiest bit of this course is the zig zag at the end of the shorter straight. Start braking early as you pass over the zebra crossings on the straight so that when you turn the car's weight doesn't shift too hard. As you pass through the zig zag gently shift the car's weight back and forth then turn fairly hard at the last right hander.



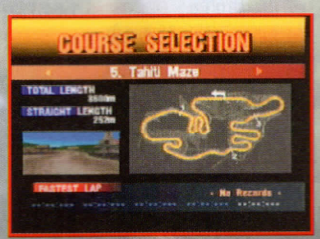
SUPER SPEEDWAY

Length: 2406m Best Time: 28.543
Top Speed: 361.5 km/h
Difficulty Rating: ☆
This egg shaped track tests little more than the speed of your car, so use a fast car on it.



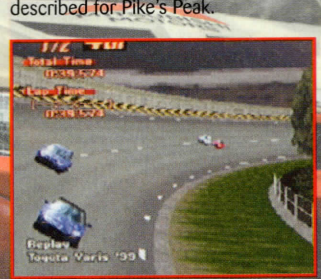
TAHITI DIRT ROUTE

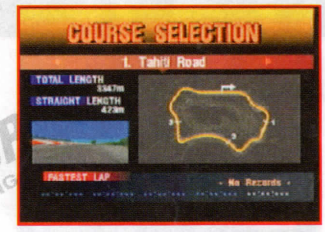
Length: 3682m Best Time: 1:19.585
Top Speed: 286.36 km/h
Difficulty Rating: ☆☆☆
This is one of the simpler rally courses but there is one section where you may come unstuck. It's the long slightly curved section leading up to the hairpin just before checkpoint 3. It's tempting to go full whack along it, but there's lots of big bumps which could send you careering out of control. So it's arguably more sensible to take it easy so that you're completely in control as you reach the hairpin.



TAHITI MAZE

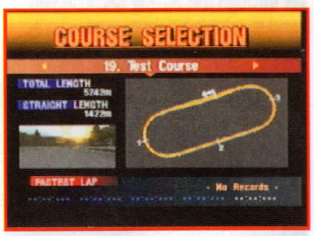
Length: 3600m Best Time: 1:40.575
Top Speed: 259.10 km/h
Difficulty Rating: ☆☆☆☆☆
Another rally course with lots of hairpins. Use the same technique as described for Pike's Peak.





TAHITI ROAD

Length: 3347m Best Time: 53.191
Top Speed: 324.56 km/h
Difficulty Rating: ☆☆
This is a nice easy course and you can go pretty fast around most of it. Just watch out for the tight corner at the church and take care not to slide into the pit lane on the last bend.

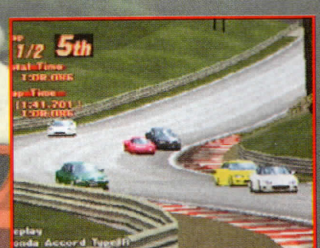


TEST COURSE

Length: 5242m Best Time: 50.336
Top Speed: 429.57 km/h
Difficulty Rating: ☆
Pretty much the same as Super Speedway only it has longer straights and banked corners so handling and acceleration are even less important.

TRIAL MOUNTAIN

Length: 3979m Best Time: 1:10.454
Top Speed: 331.66 km/h
Difficulty Rating: ☆☆☆
This is a great track for cars with good acceleration and handling especially 4 wheel drives. Powerslide hard across the inside of corners and remember to take brake extra early for corners at the end of slopes.



See the way I've tucked the black in behind the red. I am the Jimmy White of GT2.

'ALLO JOHN, NEED A NEW MOTOR

ALFA ROMEO

Star Car: 166 3.0 v6 24v
Wheelie Bin Award: Spider 2.0 TS

This Italian firm has an excellent, if severely over-priced, selection of FF cars. They're all basically the same though. The only one which stands out is the Spider, a handsome machine, which is let down by its unco-operative handling.

ASTON MARTIN

Star Car: V8 Vantage
Wheelie Bin Award: DB7 Volante

They're just too damn expensive and too damn heavy. The V8 Vantage is very fast but has way too much momentum, meaning you have to start breaking really early for corners. Quite honestly the DB6 is the only which offers any value for money, mainly because you can pretend to be James Bond in it.

AUDI

Star Car: TT LM Edition
Wheelie Bin Award: A3

One of the best cars on the first GT was the Mitsubishi FTO LM Edition. Unfortunately, you have to get gold cups in all of the I-A licence tests to get it in GT2. That's a bit of a tall order, but fans of the FTO LM Edition might find the TT LM Edition (or as I prefer to call it, the Titty) a worthy substitute. Like the FTO it's very quick and holds the road brilliantly. Sadly though, the rest of Audi's line-up is a load of plop.

BMW

Star Car: 840Ci
Wheelie Bin Award: 320Ci

Like many of the European cars the BMWs are overpriced and overweight. They may not be very good value for money, but they are very controllable and you're guaranteed a very smooth, if not particularly fast, ride in one.

CHEVROLET

Star Car: Stingray '67
Wheelie Bin Award: Stingray '82

When it comes to Chevys the general rule of thumb is the older the better. The 60's models are chunky high powered muscle cars, but the 80's and 90's models are pretty boring in comparison. They're sturdier and drive more smoothly but racing them is basically a pretty uninspiring experience. Admittedly the older cars have awful handling but it's good fun sliding round a corner with the car leaning at nearly 45°.

CITROEN

Star Car: Xsara Rally Car
Wheelie Bin Award: Saxo

Citroen suck in this game because a) Claudia Schiffer is nowhere to be seen and b) because they're French. Bigotry aside though, the Xsara Rally Car is a driveable, if not very powerful, off-road performer, but I wouldn't touch the rest of their measly line-up with a baguette.

DAIHATSU

Star Car: N/A
Wheelie Bin Award: Midget

Absolutely pitiful, the lot of them. There's more wheelie bins in the Daihatsu showroom than at a municipal dump. The Midget is truly the worst car in the whole game, it so bad it's not even funny. Only buy one of these or you're some sort of twisted masochist.

DODGE

Star Car: Viper
Wheelie Bin Award: Neon ACR

We like Vipers we do. Not the easiest car to drive, but definitely one of the most exciting. They're a bit slow off the mark, but their mid and top range acceleration is phenomenal. When cornering you've got to be firm with the brake and gentle with the accelerator, 'cos all the weight and power is in the rear of these things and they spin at the drop of a hat. The other great thing about Dodge is the Charger '71, which you'll love if you're old enough to remember The Dukes Of Hazard. Shame you can't get it with a General Lee paint job.

FIAT

Star Car: Coupe
Wheelie Bin Award: 500R

Most of the Fiats are pretty lame light weight cars. The 500R in particular is a joke of a vehicle, and not a funny joke at that. The other problem with Fiat is that they don't have a single special model. On the plus side the Coupe is pretty nice for an FF car, although a price tag of nearly 40,000 credits seems a bit steep.

FORD

Star Car: GT90
Wheelie Bin Award: Ka

Ford have a good variety of cars on offer the most outstanding being the GT90. It's very powerful and, provided you're careful, has very smooth handling. The only trouble is there's a very fine line between it taking a corner in a smooth racing line, and wildly spinning off. Despite the fact that it can't be racing modified the, RS 200 is a better (and cheaper) rally car than the Focus special model. Most of the rest of Ford's line-up are crappy FF cars, the very crappiest of which being the badly spelled Ka.

HONDA

Star Car: S2000 GT
Wheelie Bin Award: Beat

Honda have a wide variety of good value but dull FF cars to choose from, most notably the Integra and the Prelude, both of which make good choices for your first car. The NSX is their sportiest model and although it's quick it's very difficult to handle properly. The S2000 is more controllable if a tad unresponsive, being reminiscent of a Mazda RX7 without the weight shifting problems.

JAGUAR

Star Car: XJ220 GT Race Car
Wheelie Bin Award: XJ Sport 3.2

The Jags tend to be a bit on the heavy and expensive side. Unmodified they have wobbly handling and weak acceleration but tune them up and they're pretty cool. The special models are both excellent, especially the XJ220 GT Race Car which is among the very best of the game's new cars. It's very powerful and handles very smoothly provided you're gentle with the accelerator while turning. Push it too hard and it's prone to go into pretty dramatic spins.

LANCIA

Star Car: Stratos
Wheelie Bin Award: Delta HF integrale

The Y is pretty good for a lightweight car, but the hideous Deltas are probably the worst 4WD cars in the game. The only really decent Lancia, the Stratos, can be won on the Apricot Hill endurance race. It's quite unstable but it looks better than the other rally cars and is very nippy.

LISTER

Star Car: Storm V12
Wheelie Bin Award: Er, Storm V12?

There's only one car available here, the Storm. It's possibly worth getting just because of its cool name and appearance, but it's a bit disappointing to drive. It's acceleration is poor for a car of its class and its handling is slow and unresponsive. On the plus side it does have a very high top speed and good road holding, so it's excellent on speedway courses.

LOTUS

Star Car: Esprit GT1
Wheelie Bin Award: Elise 190

The Elan and Elise are pretty expensive for cars of their size and power, but their extremely low weight gives good acceleration and very tight handling, meaning they can hold their own against bigger more powerful cars. The Esprit is like a sturdier, more powerful version of the Elise, and of the two special models the Esprit the best. It has less power and more weight than a racing modified Elise GT1 but its superior handling gives it the edge.

MAZDA

Star Car: RX-7 LM Edition
Wheelie Bin Award: AZ-1

The Mazda line-up is quite different to what it was in the first game, but it's still pretty poor. Their lightweight cars are generally pretty good for what they are, but who wants lightweight cars? The Cosmo is an awful, ugly beast of a car, it's high power does nothing to disguise its appalling acceleration and worse handling. The RX7 could be a decent car, but it's far to sensitive to sideways weight shifting meaning it has a tendency to lurch to the side when the brakes are applied heavily. Very frustrating.

MERCEDES

Wheelie Bin Award: A160 Avantgarde

These are hefty cars with hefty price tags, but not particularly hefty horse power. Considering its weight the AMG accelerates and handles well, unlike the CLK which is pretty wobbly on corners. The A160 is just stupid, a lightweight car which isn't actually light. Like driving a very small bus.

MINI AND MG

Star Car: MGF VVC
Wheelie Bin Award: Mini Cooper 1275S MK1

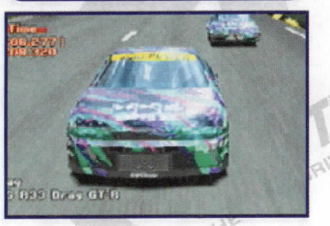
You might think that racing Minis would be kind of cool and kind of funny in a kitsch, retro sort of way. But you spend half a million of your hard earned credits on the Mini Special Model and tell me it's funny, and I'll direct you to the nearest psychiatrist. The minis are rubbish but the MGF is a pretty good machine for its size, but not for its price.

MITSUBISHI

Star Car: FTO LM Edition
Wheelie Bin Award: Minica

The FTO LM Edition has probably the best handling in the game plus incredible acceleration. Unfortunately it's very difficult to get and none of the other FTOs are anything like as good, although they are probably the best lightweight FF cars. Mitsubishi do have some other good cars though. The Lancer is highly recommended for its superb handling and good dirt track performance, as is the 3000GT for its raw power and massive top speed.

NISSAN



Star Car: Skyline (4WD)
Wheelie Bin Award: Cube

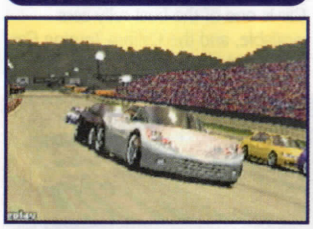
Those of you who were fond of bombing around in a Skyline with a stage 4 turbo kit in the first Gran Turismo, might find Nissan's GT2 line-up a bit disappointing. There's loads of Skyline's available, but for some reason the maximum hp you can tune them up to is a few hundred less. However they are still great cars, especially on the dirt tracks, and do seem easier to handle than before. The rest of Nissan's line-up ain't that great but the SX and Silvia cars are very good value for money.

PEUGOT

Star Car: 406 Sedan
Wheelie Bin Award: 106 1.6 Rallye

All the Peugots are dull and over priced, even the 206 Rally Car, which is daylight robbery at half a million credits. Only shop here if you're allergic to excitement.

PLYMOUTH



Wheelie Bin Award: PT Spyder

Home of the most muscular cars in the game, most notably the Superbird and its outrageously proportioned spoiler. Their bulk and springy suspension makes them challenging to drive, but when you get the hang of them they can be a whole lot of fun. Why the PT Spyder is classed as a special model is a total mystery, as there's nothing special about it at all. In fact it's poo.

RENAULT

Star Car: Laguna
Wheelie Bin Award: Clio

The Espace F1 is better than you'd expect, but still pretty daft and a rip off at 2 million credits. The Laguna is one of the better FF cars in the game, but steer clear of the Clio. Being small and perfectly formed might be great for nipping around hillside towns in Provence but it doesn't help much on a racetrack.

RUF

Star Car: CTR 2 Sport
Wheelie Bin Award: N/A

These customised Porsches are well worth saving up for. The 4WDs are the best as they're far less easy to spin than the RRs, but the RRs are by no means bad. They're extremely quick off the mark considering they're rear wheel drive, and they're acceleration and handling are superb.

SHELBY

Star Car: GT500
Wheelie Bin Award: Cobra

The Cobra is supposedly 'legendary', but I don't see what all the fuss is about. It's got great acceleration and tight handling, but it's far too easy to spin. The same can be said of the bigger, newer Series 1 which is fast but has rubbish road holding. The two GT cars are much more stable and probably a better option. Their weight gives them pretty sluggish handling, but make as if you're playing Driver and you won't go too far wrong.

SUBARU

Star Car: Impreza typeR STi
Wheelie Bin Award: 360

The Subaru Imprezas have great handling and road holding and good low end acceleration although their top speed is notoriously low. If you thought the Impreza Rally Edition was the mutt's nuts in the first GT game, you'll be disappointed by the GT2 version which has less power and about 300 kg more weight than it's GT1 counterpart. The Cusco is a better car, but annoyingly it can't be fitted with dirt tyres. You're actually better off buying a normal Impreza and tuning it up for yourself. Legacys are just poor man's Impreza's and SVXs aren't that impressive either. However both look fantastic next to the laughably poor 360, Japan's rather half arsed answer to the VW Beetle.

SUZUKI

Star Car: Escudo Pikes Peak Version
Wheelie Bin Award: Cervo

They're a strange bunch Suzuki. They've got loads of crappy little lightweight cars, and two super powered rally editions, but nothing in between. The special models are the two most powerful rally cars in the game, but only the Escudo is really worth the 2 million Cr price tag. The Cultus is powerful and light but let down by very unresponsive handling. The lighter, more powerful Escudo has tighter handling and head implodingly quick acceleration, making it possibly the best car the game has to offer.

TOMMY KAIRA

Star Car: Tommy kaira R
Wheelie Bin Award: M 13

Except for the ZZ series all Tommy Kaira's line-up are customised Nissan's. The M13 is a March and the rest are Skyline's. Unfortunately they're more expensive and you can't racing modify them, but they're pretty good in tuned car races. The ZZs are very fast but are let down by being too hard to control.

TOYOTA

Star Car: GT-ONE
Wheelie Bin Award: Starlet 3 Door Turbo S

The GT-ONE's are excellent cars, but if you want the racing version you'll have to get gold cups on all the super licence tests, which unfortunately is about the toughest challenge in the game. They're very, very fast but they can get pretty bouncy on uneven surfaces so do your best to keep them off the kerb. Also, whatever you do, don't try powersliding in one. Treat them like Formula 1 cars, braking firmly before you reach the corner, ideally reducing your speed to a level which will allow you to take a smooth line around the bend without using the brake or accelerator as you turn, then putting your foot down as you exit. The Supra RZ is also a top class car but they're better suited to high speed tracks when they're hard tuned as they can be near impossible to control. The Starlet 3 Door Turbo S just about beats the Prius to the Wheelie Bin Award on the strength of the fact that it actually looks like a wheelie bin.

TVR

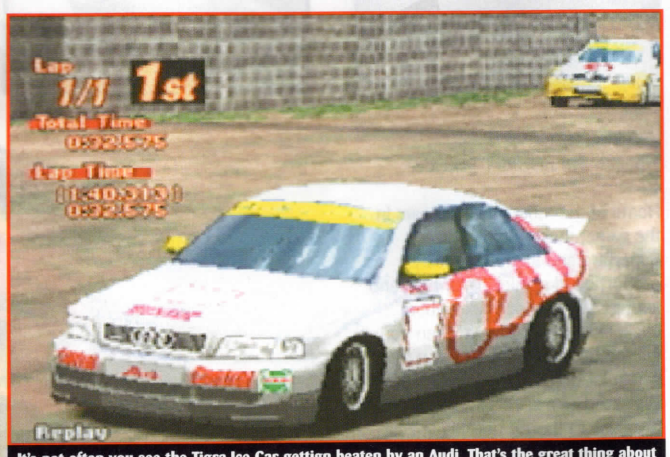
Star Car: Cerbera LM Edition
Wheelie Bin Award: Griffith Blackpool B340

The Cerbera LM Edition was a favourite in the first Gran Turismo, and it still is in GT2. It doesn't have the sheer power of the big turbo powered beasts but it makes up for it with sheer class. It's a delight to drive, accelerates beautifully and hugs corners like an infant hugs its favourite teddy. The new special models, Speed 6 and Speed 12 are also superb machines but lack the Cerbera's poetic handling. The Speed12 in particular is almost impossible to drive, other than in a straight line.

VAUXHALL

Star Car: Tigra Ice Race Car
Wheelie Bin Award: Corsa

You'd think they'd be really boring, and indeed their normal car line up is dull. However, the special models are surprisingly impressive. The Tigra Ice Car is one of the best rally cars available, and the Calibra Touring Car is very driveable, if a little tame.

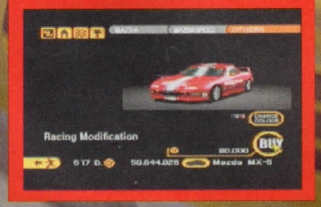


It's not often you see the Tigra Ice Car gettign beaten by an Audi. That's the great thing about video games - they allow you to perform miracles in the comfort of your own home.

WEIGHT WATCHERS

TRICKY TIPS

It's tempting to stuff your car full of turbo kits and such to maximise its horse power, but there's also a lot to be said for weight reduction and racing modification. They allow you to both accelerate and corner faster, whereas more horse power mainly just means a higher top speed.



VECTOR

Star Car: M12 LM Edition
Wheelie Bin Award: N/A

It's expensive racing cars only here, the best of which being the M12 LM Edition. The Wiegert is a bit faster but the M12 has the advantage of tighter handling and better low end acceleration. The only things that let the Vectors down a little is that their suspensions sometimes get a bit bouncy, and they lack the top end acceleration of some of the other super cars.

VENTURI

Star Car: Atlantique 600 LM Edition
Wheelie Bin Award: N/A

The cars on offer here are very expensive but you certainly get your money's worth. Not only do they look pretty cool, they're also both powerful, light and very fast. However, this does make them quite unstable so you have to be pretty careful to avoid spinning them on tight corners.

VOLKSWAGEN

Star Car: New Beetle GT
Wheelie Bin Award: Lupo

The New Beetle GT is a great car, especially on the dirt tracks. On tarmac it lacks power and has difficulty with tight bends, but has fantastic acceleration and road-holding nonetheless. Like a lot of the manufacturers in this game VW have a good special model, but don't have a line-up of normal cars to match. The Golfs and Lupo are just plain dull.

LICENCE TESTS

Each licence test has a few lines of sound advice prededing it, but if that isn't enough to get you by then perhaps we could be of help.

B LICENCE

The starting and stopping tests are pretty simple. On the first one start braking just after 900m, on the second as you hit 900m, and on the third just before you reach 900m. The cornering test here are also pretty simple. Just stay on the yellow guideline and you'll be OK.

A LICENCE

For the high speed braking test you need to start braking at about 850m, and on the turning and braking test just before 900m. When turning and braking take care not to steer to hard or you'll go into a spin. You might even have to steer the other way a bit to keep yourself on the right track. The intermediate cornering tests aren't much harder than the B Licence cornering tests, but the sharp turn tests are a bit tough. On both of them you need to brake hard at about 75 metres from the corner so that you don't need to brake much as you turn, and don't accelerate too hard out of the first corner.

I-C LICENCE

On the blind cornering test start braking about 50m from the first corner and slide and turn 90°. Accelerate out then do the same for the second corner which is also a right angle. The P-Cornering tests are on parts of actual race courses so follow the advice given in the next section.

I-B LICENCE

The time limits on the rally tests are pretty forgiving so you should be able to pass them without having to perfect your sliding techniques. The oversteer tests have good instructions and yellow guidelines, so they shouldn't be too much trouble. Don't be fooled by the instructions for the multiple corners 3 test. The first corner isn't that gentle and the second is tighter than it first appears so brake harder than you'd think for both. On multiple corners 4 you can either follow the in-game advice or, seeing as you're in a Skyline, powerslide your way around both corners. Either should do the job.

I-A LICENCE

On both super fast corners tests you won't be able to see the hilltop bend as you approach it, so start brakingas you draw about level with where the kerb starts on the left side of the track. Apart from the circle track test, which is dead easy, the rest of the tests for this licence use sections of actual courses so refer to the making Tracks section for help.

SPECIAL LICENCE

All of these tests are just time trials so you'll be needing the next section of this guide to help you through.

Solutions' Art Editor Steve Kelly insisted on racing in the car he owns in real life, a Mitsubishi Mirage. I on the other hand don't even have a licence never mind a Supra.

TESTING TIMES

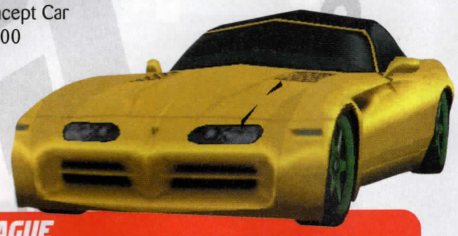
The licence tests may be frustrating and repetitive, but it's worth persisting and mastering them even if you have got GT1 data to transfer, 'cos they're a really effective way of mastering certain skills and particular stretches of track.

PRIZE CARS

Why spend your hard earned cash on cars when you can win them. Here's a guide to which cars you can win on which races and licences. Cars with a * next to them can't be bought so winning them is extra special.

First here's the cars you win by getting all gold cups in the licence tests.

Super License	*Toyota GT-One Race Car '99
International A	*Mitsubishi FTO LM Edition
International B	*Honda Del Sol LM Edition
International C	*Mitsubishi 3000 GT LM Edition
A License	*Dodge Concept Car
B License	*Spoon S2000

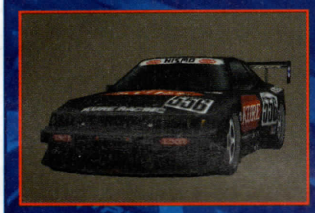


Now here's the cars you win when you come first in races and championships...

GRAN TURISMO LEAGUE

Euro League:

Apricot Hill	[R]Castrol Supra GT '96
Grand Valley	[R]Zexel Skyline GT '97
Rome Circuit	[R]Kure R33 GT '97



Pacific League:

Midfield Raceway	[R]Nissan 300ZX GTS '97
Seattle Circuit	[R]Mazda RX-7 LM Edition
Laguna Seca	[R]Drag 180SX

Gran Turismo World League:

One of the following:

[R]Castrol Mugen NSX GT '99
[R]R390 GT1 LM Race Car '99
[R]Calsonic GT-R GT '99
[R]GT-ONE '98

SPECIAL EVENTS

FF Challenge

Tahiti Road	Mugen Accord SiR-T
Midfield Raceway	Tom's T111
Trial Mountain	Mugen Prelude ype-S

FR Challenge

Clubman Stage R5	Sileighty
Special Stage R5	Nismo 270R
Midfield Raceway	Mazda RX-7 GT-C '99

Mid-engine Challenge

Grand Valley East	TRD2000GT
High Speed Ring	Tom's T020
Red Rock Valley	[R]GT40 Race Car

4WD Challenge

Seattle Short	Legacy Wagon GT-B '96
Seattle Circuit	Nismo 400R Preceding Model
Laguna Seca	Mine's R32.5 Skyline GT-R

Lightweight "K" Cup

Rome Short	Mugen Beat
Seattle Shor	Mazda Demio A-spec '97
Tahiti Road	Mugen CR-X II

Global Compact Car Cup

Rome Short Course	Yaris '99
Seattle Short Course	Clio 16V
Autumn Ring	Lupo 1.4

Luxury 4-Door Cup

Rome Circuit	Accord Type-R
Special Stage R5	Chaser TRD Sports X30
High Speed Ring	GT-R 4Door Tuned by Nismo

Muscle Car Cup

Seattle Short	PT Spyder
Seattle Circuit	Cobra 427 '67
Laguna Seca	Phaeton

World Open Car Cup

Tahiti Road	MX-5 A-Spec
Grindelwald	MR-S Show Version '97
Trial Mountain	[R]Concept Car LM Edition

Historic Car Cup

Tahiti Road	Mugen CR-X III
Rome Circuit	Europa
Grindelwald	XYR '99

'80s Sports Car Cup

Trial Mountain	Mugen Ferio
Special Stage R5	Mugen CR-X III
Deep Forest	Mugen Civic Type-R
Seattle Circuit	Mugen Integra Type-R
Tahiti Road	[R]Skyline Silhouette Foumula R30

Wagon Cup

Rome Short	Impreza Wagon STi Ver.V '98
Super Speedway	Mugen Accord Wagon
Special Stage R5	Stagea 260RS Tuned by Nismo

Grand Touring Car Trophy

Red Rock Valley	[R]Daisin Silvia GT '99
Grand Valley	[R]Mugen NSX GT
Midfield Raceway	[R]Unisia GT-R GT '99

Pure Sports Car Cup

Laguna Seca	Angel T01
Deep Forest	ZZIII
Trial Mountain	Tuscan Speed 6

Tuned NA Car No.1 Cup

One of the following:
Spoon Civic Type-R
Spoon Integra Type-R
MX-5 B Spec
MX-5 C Spec

Tuned Turbo Car No.1 Cup

One of the following:
[R]R33 Drag GT-R
Mine's R33 Skyline GT-R
Nismo 400R

Gran Turismo All Stars

Super Speedway	Mine's Lancer Evolution V
Special Stage R5	Mine's R34 Skyline GT-R
Laguna Seca	R390 GT1 Road Car '97
Red Rock Valley	Speed 12
Rome Circuit	[R]ZZII

Super Touring Car Trophy (all races)

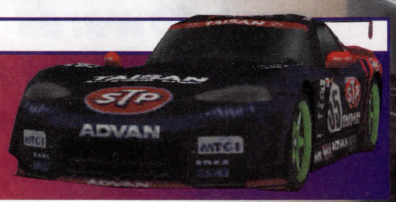
One of the following:
TRD3000GT
Tom's Supra
Camaro Z28 30th Anniversary

GT 300 Car Championship

One of the following:
[R]Momo MR2 GT '99
[R]Weds Celica GT '99
[R]BP Trueno GT '99
[R]Zanavi Silvia GT '99

GT 500 Car Championship

One of the following:
[R]Arta GT-R GT '99
[R]Cerumo Supra GT '99
[R]Takata NSX GT '99
[R]STP Viper GT '99



ENDURANCE

Grand Valley 300 KM:

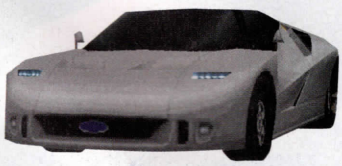
One of the following:
[R]Impreza Rally Car
[R]R390 GT1 LM Race Car '97

Apricot Hill 200 KM:

One of the following:
Lancia Stratos
[R]Viper GTS-R

Seattle City 100 Miles:

One of the following:
[R]GT90
[R]Escort Rally Car



Laguna Seca 200 Miles

One of the following:
[R]3000GT LM Edition '99
[R]Celica Rally Car

Rome Circuit 2 Hours:

One of the following:
[R]Corolla Rally Car'97
[R]Altezza LM Edition

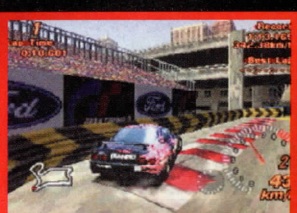
Trial Mountain 30 Laps:

[R]Denso Sard Supra '99

SS Route 5 All-Night:

One of the following:
[R]Cerbera LM Edition
[R]Lancer Evolution VI

CRASH BARRIER RACING



If you are driving a high powered car then on certain corners it is possible to take advantage of GT2's somewhat unrealistic collision physics. On corners of medium tightness, where there is no gap between the outside edge of the track and the crash barrier, it is often quicker to brake late and slam the side of the car against the outside barrier. This keeps your revs and speed higher than if you braked earlier and took the corner cleanly. It can be risky because slight misjudgements can lead to serious screw ups, but once you get the hang of it you can be knocking 5 seconds or more off you lap times on some of the city circuits.

GAME DATA

PUBLISHER:	Eidos	PRICE:	£39.99
DEVELOPER:	Core	NO OF PLAYERS:	1 Indy Type
		GAME TYPE:	3D Adventure

Tomb Ra

The Last Revelation

This is it! This is the final chapter in the Tomb Raider saga, and we draw the guide to a close. It´s been tough so far but you can expect the difficulty curve to keep heading upwards as we push towards the thrilling climax. There´s no time to waste as we raid on for the last time!?!

CONTROL FREAK

COMPATIBILITY

BEST

SECRET FEATURES...Certain hidden areas within the levels are classed as secret and contain useful items such as ammo and medipacks

COMPLETION TIME...2 - 3 weeks for the average archaeologist.

MEMORY CARD...Two Blocks.

LEVEL STRUCTURE...The game is split into levels which are based around key locations in the storyline.

ider:

The final part of our guide neatly continues on from where we left Lara last month. So it's time to investigate the Coastal Ruins...

COASTAL RUINS

Head down the steps and through the archway to the right. Shoot the wooden barrier and enter the 'Egyptian Adventure'. Head down the passage next to the ticket booth and you'll find a room with a pyramid. Turn left and run up the steps. Shoot the first barrier and enter the mirror room beyond.

Mirror Room

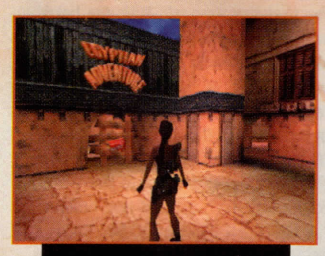
The mirror to the right reveals the hidden floor traps. Stand at the top of the steps and drop off the edge to get a clear view of the mirror. The traps show up as lowered tiles. Your aim is to reach the **Crossbow** in the far corner. Once you've collected the Crossbow head back to the pyramid room and slide down the slope in the northwest corner.

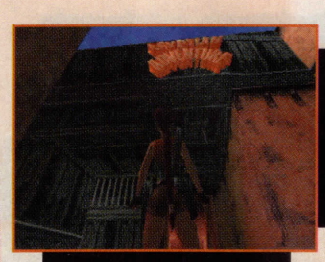
Target Room

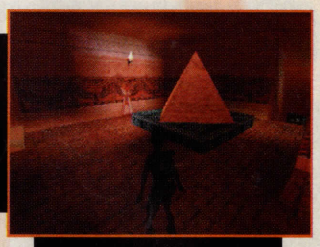
You land on a trap door but it will give way after a short while. Quickly shoot the targets on the wall opposite to disable the traps. Combine the **Laser Sight** with the **Crossbow** and use the **Explosive Bolts** to hit the targets. Drop onto the floor below. Pick up the Token from below the mask then climb into the gap in the south wall. Head back into the pyramid room and run up the steps towards the mirror room. Enter the second room on the right. Use the Token in the slot by the basket and a rope appears. Climb the rope to the room above. Pick up the **Broken Handle** next to the brush then use the Crowbar to lever off the left-hand **Wall Hook**. Combine the **Broken Handle** with the **Wall Hook** to make a **Hook and Pole**.

Gate Keys

Slide down the rope and leave the room. Turn right and head up the steps. Stand by the ticket booth and use the Hook and Pole to get the keys. Pick up the **Gate Key** from the corner and head out past the ticket booth to the main entrance. Turn right and follow the route through to two palm trees. Turn right and head through the right-hand archway. Follow the passage and swim over to the ledge across the water. Use a standing jump to grab the hole in the wall then climb up and crawl through. Climb up the nearby wall and follow the route. After the cut-scene, go to the building to the west of the area. As you enter you'll witness two skeletons appearing. Use the Crossbow







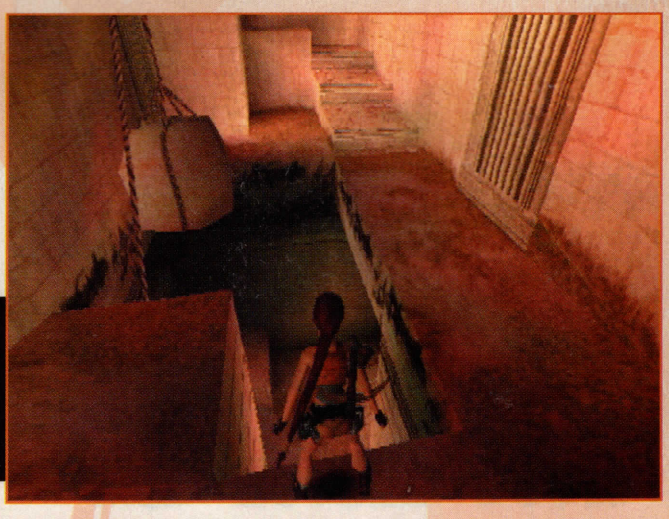
with the Explosive bolts to 'kill' the skeletons. Run up the steps to the top then jump over to the ledge opposite. Jump from ledge-to-ledge to reach the opening at the other end. Use the **Gate Key** to open the gate and enter the **Catacombs**.

CATACOMBS

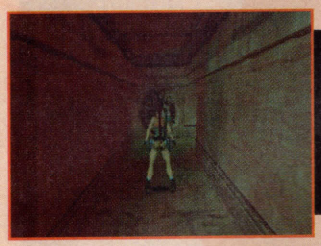
Run through to the next room and turn right into a smaller room. Note that the floor drops slightly when you stand on it. Stand by the face and press ⊗, leave the room and head back into the **Coastal Ruins**.

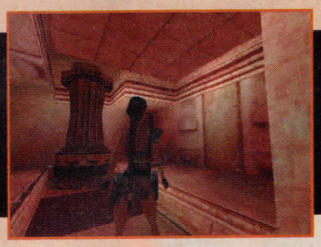
COASTAL RUINS (PART 2)

Drop off the ledge then drop into the pit below the suspended stone. Pick up the torch nearby and light it on the fire by pressing ⊗. Now stand below the rope attached to the stone and jump to set it alight. Hop onto the block that the stone landed on. Climb into the gap and crawl through. Use the **Crowbar** to open the gate then crawl through the next gap to enter the **Catacombs** again.



CATACOMBS (PART 2)





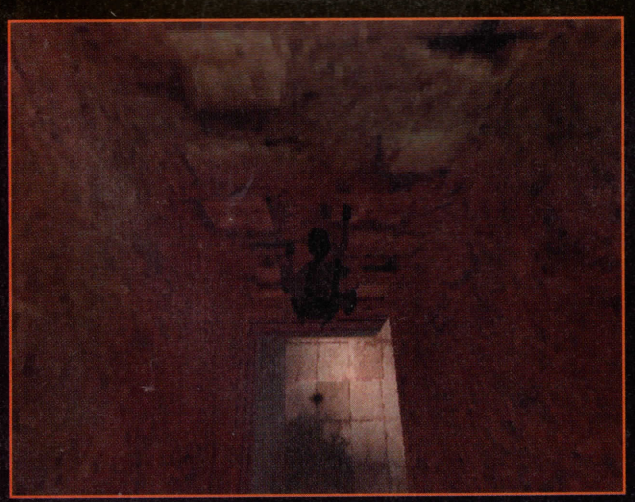
Follow the passage and to a room. Pull the statue onto the brown tile to support the ceiling. Now make your way out and head back to the room with the moving floor in the **Catacombs (Part 1)**. The floor is now stable so push the large monument into the other room. Push it as far as it will go and a white nymph appears. Quickly run through the open doorway to the right. Drop into the next room and head up the steps to the right. When you reach a room filled with pots, stand in the far-right corner next to the small statue. The nymph will fly into the statue and disappear. Head back to the previous room and jump onto the pole. Slide down and run along the corridor. Run through the door that opens and push the lever to reveal a large hallway.

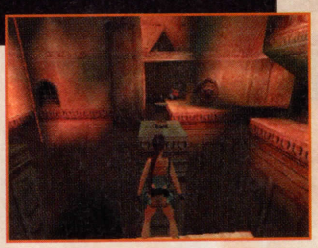
The Hallway Ropes

Run-jump onto the first rope then wait until the rope stops swinging. Line yourself up with the second rope and start swinging. Jump and grab the rope then wait until it stops swinging. (you can get to **Secret 45** from this rope). Turn and face the ledge to the west and swing across. Run towards the hole ahead whilst holding ⊗ to grab the wall. Climb down then head up the steps. Drop into the hole to slide down into the water below. Swim along and climb out onto the steps ahead. Climb to the top and face south. Jump across to the next ledge and turn to face east. Take out the skeleton at the far end with an explosive bolt. Now jump across the ledges to the south to reach the lever in the corner. Push the lever then run-jump to the ledge to the east. Jump to the next ledge and shoot the vase ahead. Collect the **Wideshot Shells**

SECRET 45

Once on the second rope, turn to face south. Swing so you can jump and grab the gap in the wall ahead. Climb in to find **Flares**, a **Large Medipack**, and a **Shotgun**. After picking up the items, drop down to the steps below.





revealed then grab the metal grating above. Monkey swing across to the far side and quickly push the lever. Jump into the water as a nymph appears. Swim through the opening in the south-west corner and wait for the nymph to fly into the statue. Go back to the main room and climb onto the steps again. Jump to the platform as before and head east. Look out for a second skeleton. Jump to the platforms in the centre of the room then run-jump and grab the left-hand block up against the eastern wall. Jump to the second block then over to the opening ahead. Jump into the alcove to the left, then drop and grab the edge. Shimmy to the right as far as you can go. Drop onto the platform then head through the passage.

Trident One

Use the Crossbow to take out the two skeletons at the far end of the room. Shoot the pot next to you to get some **Wideshot Shells**. Jump and grab the rope then swing over to the platform to the right. Run-jump to the central platform and collect the **Trident**. A skeleton suddenly appears so use the Shotgun to blow him off the edge.

Trident Two

Jump to the platform to the west, another skeleton attacks. Collect the **Large Medipack** from the ledge above then kill the two skeletons that appear. Now head north along the ledge and jump the gap. Climb the ladder and follow the steps. Kill the skeleton that jumps out and pick up the second **Trident**.

SECRET 46

Face north and drop off the edge to the area below. Shoot the skeleton then head up the nearby steps. Turn right and go through the doorway, turn right again and enter the lift beyond the trench. Climb out at the top and shoot the pot to get a **Large Medipack**, **Wideshot Shells** and **Explosive Crossbow Bolts**. Head up the slope then you can head east to get back to the ladder.

Trident Three

Climb the pole and jump off at the top. Follow the passage through the door at the end. Shoot the two skeletons with grenades then slide down the pole. Deal with the skeleton that appears at the bottom then walk to the edge. Use the crossbow to blow up the skeleton way down below. Now run-jump and grab the ladder to the north and climb down to the bottom. Head to the west end of the room and climb up the ladder to the right of the pool of water. Follow the passage and enter the doorway on the left. Kill the skeleton then continue straight ahead. Go around the corner and shoot at the three pots in the opening to the right. Kill the skeleton then climb up the brick wall at the back. Pick up the **Wideshot Shells** then make your way to the east end of the room taking care of the skeletons that appear, (from this ledge you can go to **Secret 46**). Climb the ladder in the corner and drop onto the ledge to the left. Turn around and collect the **Shotgun Shells** and the third **Trident** just beyond.

Trident Four

Go back to the ladder and jump to the nearest platform. Run-jump to the large platform and kill the skeleton that appears up ahead. Make your way across the platforms heading for the rope to the north west. Swing on the rope to reach the next platform then take care of the skeleton. Look south and you'll see an opening in the pillar. Do a standing Jump and grab the edge. Climb up the pole and jump off into the next room. (Secret 47 & 48 are accessible here). At the top you'll find a number of 'sleeping' skeletons, destroy these with the Explosives Bolts or Grenades. Pick up the fourth Trident from the end of the corridor, if you didn't destroy the skeletons they'll come to life now. Climb up the ladder ahead to return to the **Coastal Ruins**. Use the crowbar to open the two gates and follow the path out to the main area. Now make your way back to the **Hallway Ropes** room as before. Jump and grab the ladder to the north then climb down. Head through the doorway at the west end to enter the **Temple of Poseidon**.

TEMPLE OF POSEIDON

The Hub Room

Run up the steps and stop at the top. Lower yourself down through the hole (note the small statue at the top) into a room with a hole in the middle with passages leading north, south, west and east. You have to visit each area but you can do it any order you wish for ease of navigation we'll call this the **Hub Room**.

North Passage

Follow the north passage into another room, watch out as a couple of skeletons attack as you approach. (go to **Secret 49** here). Run around the edge of the room and go through the doorway at the far side. Run forward and crawl through the gap below the large (rude!) face. Once in the corridor shoot the small pot to get some **Uzi Clips**. Ahead is a statue of Poseidon, and along to the right is a room with fire ports on the floor, if you wish walk between them to get the items in the pots. Beware as a couple of skeletons appear. Stand in front of the statue of Poseidon and press ⊗ to place a **Trident** on his staff. Return to the passage you crawled through to find it flooded. Swim through the passage and return to the **Hub Room**.

SECRET 47

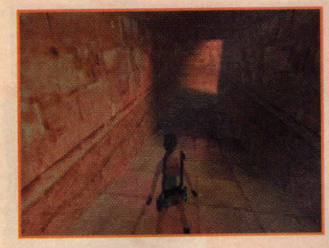
Between here and the fourth Trident is five sets of bones (ignore the skeletons). Shoot these and a trapdoor opens near the Trident. Drop down to find some **Crossbow Bolts** and to open the door to **Secret 48**.

SECRET 48

Get to **Secret 47** to open the door then back-track to the pole. Destroy the 'sleeping' skeleton at the top then slide down. Jump onto the platform near the rope and turn left. Jump across the platforms to the door in the south west corner. In this small room you'll find **Explosive Crossbow Bolts**, Wideshot Shells, **Shotgun Shells** and a **Large Medipack**.

SECRET 49

Drop into the bottom of the room and turn around. Enter the opening to the left and crawl into the gap to get some **Crossbow Bolts** and a **Small Medipack**.



South Passage

Enter the southern passage and you'll come to a large face and a pole. Climb up the pole and jump off into the corridor. Up ahead is a statue of Poseidon, around to the left is a 'sleeping' skeleton and to the right some pots. Blow up the skeleton then hit the pots to get some **Wideshot Shells** and **Crossbow Bolts**. Approach the statue and skeleton appears, take him out then stand in front of Poseidon. Press ⊗ to place a **Trident** on his staff. Once you've done this head back to the **Hub Room**.

West Passage

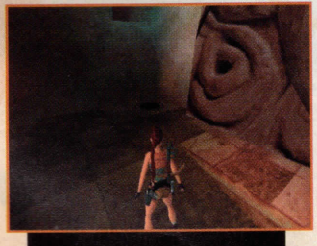
Head through the west passage to find a large face with an opening in the wall to the left. Below the opening is a fire port, so in order to reach the opening you need to use a run-jump. To line up the jump, stand next to the fire port facing the opening. Now hop backward twice, from here run and jump to grab the opening. Climb into the gap and crawl through. Destroy the 'sleeping' skeletons in the corridor, shoot the pots to get a **Small Medipack**. At the end of the corridor is a statue of Poseidon, stand next to him and press ⊗ to place a **Trident** on his staff. Make your way back to the **Hub Room**, take care as another skeleton appears as you leave. Also don't worry about the fire port as it's now deactivated.

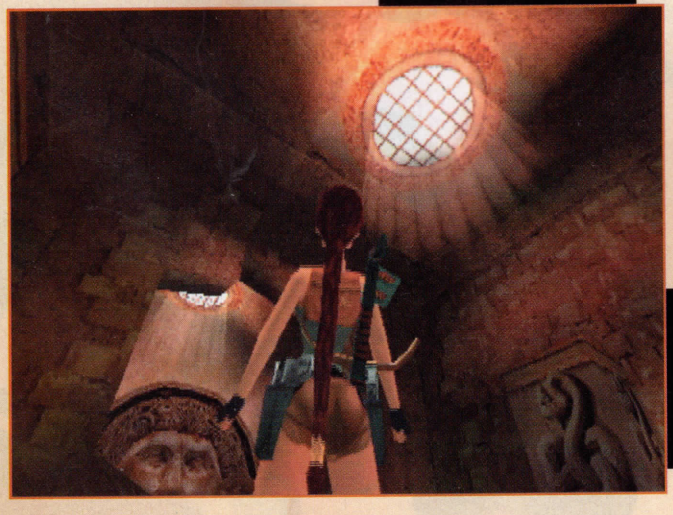
East Passage

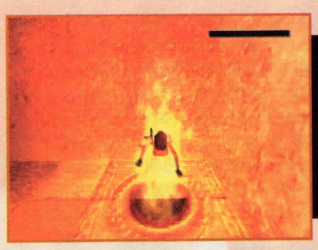
Head through one of the doorways to the east to find a large face. Approach the face then turn around. To the right is section of wall that you can climb. Grab the wall and climb to the top. Head towards the statue of Poseidon at the end of the corridor and blow up the skeleton that appears. Stand in front of the statue and press ⊗ to place a **Trident** on his staff. Climvb back down the wall, when you reach the large face a nymph appears. Quickly run into the Hub Room and climb the wall back towards the start of the level. At the top is a small statue, wait here and the nymph will fly into it. Now return to the **Hub Room**.

The Way Out

Now that all four Tridents have been placed and the water is flowing you can jump into the hole in the centre of the **Hub Room**. Swim down, through the passage near the bottom and along the narrow section. Climb out and head up the steps to the west. Take out the skeleton and continue to the next room. When you enter, two nymphs appear. Shoot the two urns on either side to reveal two small statues. Once the nymphs have vanished head west into the next room. Approach the cask and press ⊗ to open it and get the **Left Gauntlet** and open a secret door. Go through the door and head around the corner. Look up and you'll see an opening, climb up and crawl through to the **Lost Library**.







THE LOST LIBRARY

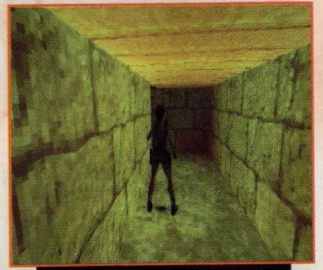
Crawl through the gap and head into the main room. Head over to the middle door to the left of the room, press ⊗ to open it. Grab the pole and slide down avoiding the cogs. Follow the passage at the bottom to find another pole. Climb up, again avoiding the cog, and jump off at the top. Head into the adjacent room and an axe-man appears at the far end. His weak spot is the gem on his chest, he moves quickly so don't try using the laser sight. Instead equip the Uzi and fire whenever he's facing you, Lara automatically aims at the gem anyway. Once you've killed the axe-man, use the crowbar to prise the **Golden Star** from the wall. (Go to **Secret 50** here). Now climb up the ladder on the south face of the pillar to the left of where the star was. Enter the passage at the back of the room and slide down the pole.

Golden Horseman

In this room you'll encounter another axe-man, deal with him as you did the last one then head through the archway to the south. Take care of the axe-man here and locate the hole to the right. Climb down the side to the area below. Crawl through the gap and you'll find an axe-man on horseback. To kill this guy you have to shoot the symbol on his chest as with the other axe-men, only this time the horse's head sheilds it. Wait until he charges towards you then run at him whilst shooting. Run to the right-hand side of him and you'll be able to hit his gem (you'll also avoid his axe). Use the standard pistols to save ammo as most of the time you'll miss the target. This may take longer but the horseman rarely hits you so health isn't a real problem. After a lengthy battle you'll knock the rider off, now you can kill him as you did the others. Once the rider's defeated, pick up the **Horseman's Gem** he leaves behind.

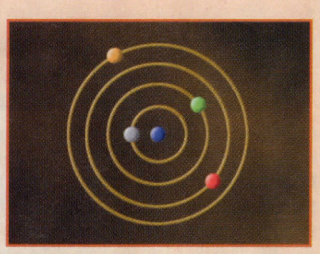
SECRET 50

Below the large cog to the south is a deep pit. To get tot he bottom go behind the cog, hop off and grab the edge. Climb down the wall then drop off the two steps to the bottom. Down here you'll find a **Small Medipack**, **Revolver Ammo** and **Uzi Clips**.



SECRET 51

Follow the corridor leading off from the main room. At the end you'll find some weights and chains. Shoot the ball weight to open a secret door. Climb in to get a **Large Medipack**, **Shotgun Shells** and **Uzi Clips**.



to the large room at the beginning of the Lost Library level (the room with the large blue door).

The Planetarium

Go to the southeast corner and push the door open. Go through into the planetarium. Place the three Golden Stars in the three holders on the walls to open all of the gates. Behind each gate is a colour coded planet, plus a further planet is already in the room. Pull each planet out and place them on the circles on the floor as indicated in our diagram. The electricity opens up a door, head through the door and follow the passage. When you reach the urn, shoot it to get a **Large Medipack** then open the door next to it. Shoot the urn by the door up ahead to get some Wideshot Shells.

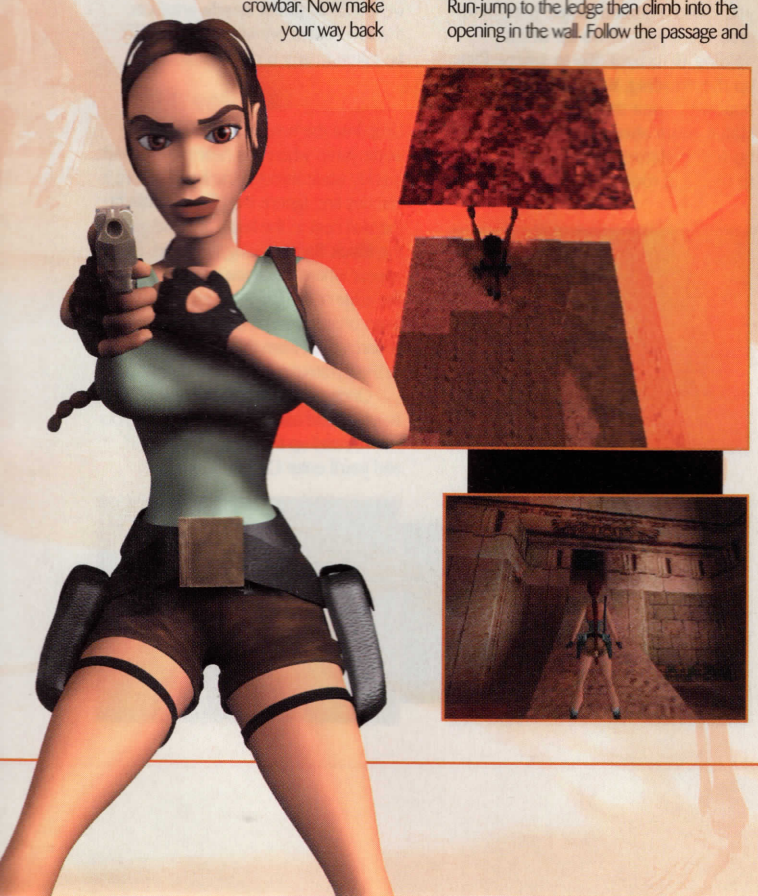
Golden Stars 2 & 3

Head back the way you came in by crawling through the narrow gap then climbing up the wall. Go through to the next room and locate the gate to the right. Place the **Horseman's Gem** in the holder to open the gate. Enter the small room and pull the rope to open the under water gate. Now head back to the bottom of room with the two large cogs. Head through either of the passages to the west and you'll find a load of swinging chains. Carefully navigate through the chains and you'll end up in a room with a cog and a wooden trapdoor. Stand on the trapdoor and press ⊗ to open it. Jump in the water and swim through the passage, head west and go through the gate. Climb out and lever the two **Golden Stars** from the wall using the crowbar. Now make your way back

The Lion's Head

As you near the bottom of the slope, jump and grab the ladder in front of you (go to **Secret 52** from here if you wish). Wait for the rumbling to stop, this indicates that the boulder has passed below. Drop down and slide into the room. Run up the ramp in front of the lion's head and you'll see a wall lever to the left. Jump and grab the lever to raise a step next to the second lion's face. Climb to the top of the step and face south. Run-jump to the ledge then climb into the opening in the wall. Follow the passage and run-jump onto the lion's head. Pull the rope switch on the top of the head then turn to face east. Hop backwards so you slide down the lion's nose. Grab the edge then drop to his mouth. Hold L2 and climb into the mouth, crawl through the gap and down his throat.

Climb up the pole at the back then jump off at the top. Go through the gate on the left and pick up the torch in the entrance ahead. Stand on one of the grates on either side of the room then light your torch on the fire. Leave the room and turn left. Follow the corridor and go through the gate. Throw your torch onto the wooden beams on the floor to burn them. Drop through the hole once the fire goes out. Pick up the Music Scroll from the floor. Shoot the urn in the northeast corner to get some Shotgun Shells then climb into the nearby opening. Turn left and go through the door to the main room again. Head though the right-hand door in the corner opposite (you opened this from then other side earlier). Follow the route as before so that you end up back on the balcony of the main room. Go through the door just along the balcony, this leads to a room with a harp. Stand next to the stone pedestal and use the Music Scroll. After Lara plays the harp a door opens, go through the door and follow the passage to the end. Pull the chain on the balcony to open the main doors. Jump over the railings and head through the large doorway into the Hall of Demetrius.



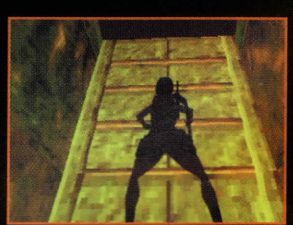
SNAKE PUZZLE

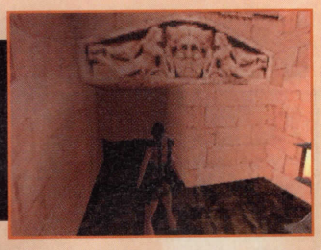
Eventually you'll come to a room with 7 snake statues at the points of a large star symbol. Each statue has a lever, pulling a lever lights up the torch on that statue plus the two opposite. The idea is to light all of the torches. If you get confused or lose track then stand on the small star symbol to the east of the room. The puzzle is very easy though, pick a statue and pull the lever, now make your way around the star in either direction and pull the lever on each statue. Once all 7 torches are lit some steps rise up in the middle of the room plus a fire nymph appears. Quickly climb up the steps and into the passage above. Run up the steps then jump into the water and wait for the fire nymph to enter the water and die. Climb out and head into the next room. Immediately turn left and enter the passage. Shoot the urn to get some **Uzi Clips** then continue through the next room. Push open the doors at the end of the corridor to find yourself on the balcony of the large main room.

Go to around the balcony to the door in the southeast corner. Push the door open and enter the room beyond. Two fire nymphs appear so quickly run back to the pool of water to get rid of them. Return to the room and pick up the **Pharos Pillar**. Go back out onto the balcony and go through the door in the southwest corner and slide down the slope.

SECRET 52

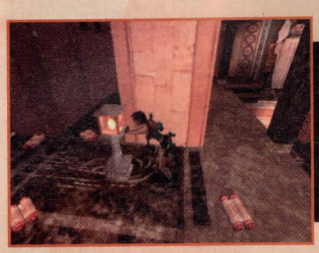
Climb to the top of the ladder then jump over to the ledge to the right. Here you'll find a **Large Medipack** and **Crossbow Bolts**. Getting this secret also triggers the boulder in the area below.





HALL OF DEMETRIUS

Follow the corridor to a large room, follow the passage to your right. Pick up the Pharos Knot at the top then drop off the balcony to the north. Go through the passage straight ahead (to the north) and head up the ramp to trigger a cut scene. After the sequence, Von Croy's men appear in the opening ahead. Use a grenade to take out all three in one go. Head back up the passage to the north and push the lantern towards the scroll cases. Head through the secret door that opens and head back to the **Coastal Ruins**



COASTAL RUINS (PART 3)

Climb out of the water and jump into the centre of the pillars to the east, in front of you is some **Broken Glasses** to pick up although they have no use, (**Secret 53** is accessed here). Turn around and look up, you see a ladder on the wall. Jump up, grab it and climb up. Follow the passage at the top to get outside. Head for the water and dive in, swim east towards the tower. Just before you reach the tower, look right to see a tunnel leading downwards. Swim into the tunnel and you'll come to an area with some swaying seaweed. Swim through the crack that the seaweed 'points' to and you'll enter the **Temple of Isis**.

SECRET AREA 53

Over to the north you'll find a **Large Medipack** and **Posion Crossbow** Bolts.

TEMPLE OF ISIS

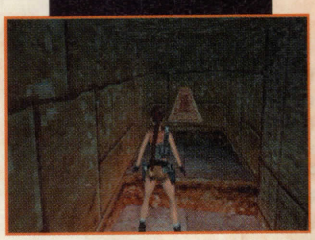
Quickly swim towards the temple directly ahead and into the opening to the right (see screen shot). Be swift as there's a shark around. Climb out of the water and place the **Pharos Pillar** in the holder. Go back into the water and enter the passage on the left of the temple. Place the **Pharos Knot** in the holder then return to the water. Swim down through the entrance at the bottom of the temple and head up the steps. Take out the skeleton then drop into the hole at the very top. Swim through to the next room and open the door in the wall to the right. Swim up the passage and climb out.

The Pool Room

When you enter the room ahead a Golden Bird attacks. It's not very strong but if you get scratched you'll be poisoned. Unlike before, this poison causes impaired vision so heal quickly.

Statue of Isis

Once you dealt with the bird head up the steps to the south. In the next room is a large statue of Isis, climb onto the block in the far southwest corner and use the crowbar to prise the **Black Beetle** off the wall releasing a load of beetles. Quickly jump off and head along the west wall. Jump on the block and climb into the opening. Climb the steps and press the button at the top.Head back down and go to the block in the corner on the left side of the statue. Prise the Broken Beetle from the wall then quickly jump down and head along the east wall. Climb onto the block then into the opening and press the button at the top. A hole has opened in front of the statue, drop and climb down the side to the area below. Quickly head north and you'll find a sloped ledge. Jump and grab the ledge, climb up whilst holding ⊙ to back-flip to safety. Pick up the **Winding Key** and push the button to open the exit door in the statue room above. Now head back up to the statue room and go back to the pool room.



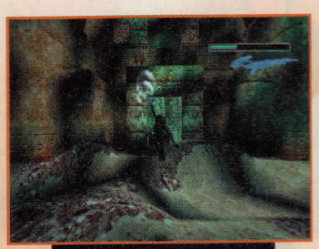
Two More Black Beetles

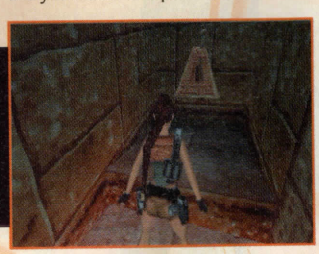
As you return, a skeleton appears. Deal with him then head up the steps to the west. Go through to the room at the back and take care of the skeleton. In here is a pyramid plus three holes, one each to the north, south and west. Ignore the hole to north. The holes to the south and west lead to **Black Beetle** artefacts, the tow routes are identical and can be taken in any order as follows.

Getting the Beetles

Drop into the hole facing down the slope. Jump when you near the end and quickly wade through the liquid before it catches fire. Ignore the **Black Beetle** on the wall next to the liquid, instead get the **Black Beetle** facing the liquid. Steps appear where the slope was, run along the edge of the flaming liquid and run-jump onto the steps (start from about 2 squares back from the wall) to get back to the pyramid room.

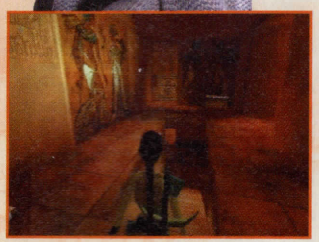
Once you have collected the 2 Black Beetles head back to through to the pool room. Head up the steps to the north and you'll enter Cleopatra's Palaces.





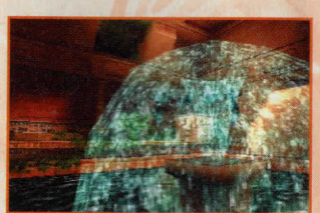
SECRET 54

Trigger the spike trap to the north. Open the tomb to get **Explosive Crossbow Bolts**, a few **Shotgun Shells**, **Wideshot Shells** and a **Small Medipack**.



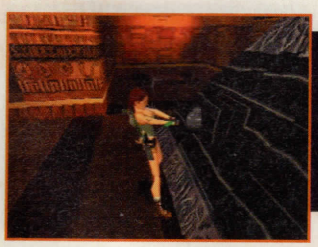
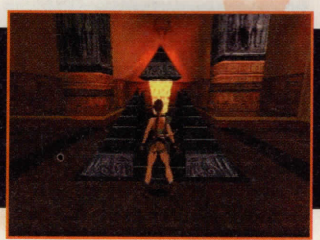
CLEOPATRA'S PALACES

Go to the end of the corridor to find a room with a fountain. Run straight ahead and through the opening on the other side of the pool. Run up the ramp and turn around at the top. Go to the face on the wall ahead and use the crowbar to open the secret door. Follow the passage to another face. Use the crowbar again and follow the passage. Drop down the hole and slide into the liquid at the bottom. Walk forward then turn left, quickly climb out to avoid being burnt. Collect the fourth Black Beetle and turn around. Run-jump across to the ledge opposite. Walk along to the left and face the ledge to the southeast. Run-jump onto the centre of the ledge (save before attempting this). From here run-jump and grab the edge of the opening where the slope was. Climb up and return to the Temple of Isis via the fountain room.



TEMPLE OF ISIS (PART 2)

Kill the golden bird then go back to the pyramid room and put the four Black Beetles in the pyramid. Walk to the centre of the pyramid and pick up the Mechanical Scarab. Now make your way back into Cleopatra's Palaces.

CLEOPATRA'S PALACES (PART 2)

Go north through the fountain area and up the steps. Enter the passage straight ahead and follow it around to a beetle symbol on the floor next to a series of small holes. Combine the Winding Key with the Mechanical Scarab then use the Mechanical Scarab when stood on the beetle symbol. The Mechanical Scarab will trigger the spike traps allowing you to pass safely. Follow the Mechanical Scarab and pick him up. Head up the slope to the north, as you enter the room a couple of blades start swinging in the doorway. Open the tomb to get the Right Gauntlet then kill the skeleton. Roll through the blades, then run down the slope. Take the left-hand route and turn immediately right. Shoot the skeleton then trigger the spikes with the Mechanical Scarab. Pick up the scarab and head up the steps. In the next room find the passage which leads west with two eagles painted on the walls. Follow the corridor into a room, stand in the opening to the right just ahead. Jump and pull the lever on the wall to open some doors and raise a block nearby. Climb onto the block, jump and grab the crack to the west.

Shimmy as far as you can to the right then climb up. Go straight ahead into the next room then turn left. Open the tomb around to the left to get the Right Greave. Kill the skeleton then head back avoiding the blades. Drop back into the room with the crack in the wall.Go south across the room and turn left at the far side. Enter the opening to the left and open the tomb to get the Pharos Knot. Leave the room and head east into the large room. Head down the passage in the northeast corner (go to Secret 54 here. Head up the steps to the right, pick up the Shotgun Shells then place the Pharos Knot in the holder to open the door. Go through the door into the next room.

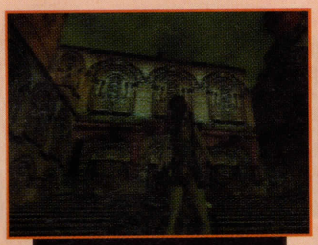
Golden Lara Statue Room

Stand on the first block and pick up the **Small Medipack**, a golden statue of Lara will appear. Now climb onto the blockl over to the left of the statue and grab the ceiling. Monkey swing to the far side and walk to the back of the alcove ahead. Turn around and grab the ledge above. Walk forward and stand on the ledge above the statue. A golden bird attacks the statue huting Lara, quickly take him out. Run-jump across the gap then climb into the opening in the wall to the right. Head up the ramp and blow up the skeleton on the floor. A golden bird appears in the main room, quickly head back down and kill it before it attacks the statue. Go back to the top and jump onto the suspended platform in the middle. To the east and west are two levers on the wall, jump and grab one then drop down (use a medipack as you lose health). Return to the top and pull the second lever. The lever to the east releases a bird so make sure you kill it quickly. A door is now open just below each lever, jump over and pick up the Hathor Effigy and the Ornate Handle from each side, watch out for the skeleton on one side. Jump back onto the middle platform then jump over to the ledge to the south. Combine the **Hathor Effigy** with the **Ornate Handle** to make the **Portal Guardian**. Use the **Portal Guardian** with the staff to the left of the face to open the door. Head through the door and kill the skeleton. Follow the passage to trigger a cutscene.

The Two Guardians

Two guardians appear during the cutscene and you'll have to fight them. Luckily you don't have to defeat them both so concentrate your fire on just one of them. Use any explosive ammo you have, such as explosive crossbow bolts or grenades. The guardians throw fireballs at you but they're quite easy to avoid.

Once you've destroyed one of the guardians the second will freeze. Head through the doors from which the guardians appeared and pick up the **Breast Plate** and the **Left Greave**. Now drop down one of the holes that have appeared in the main room to complete the level.



SECRET 55

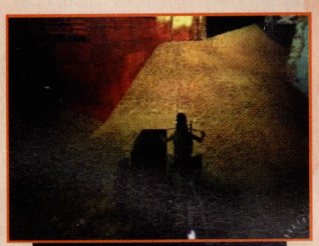
Use the crowbar to open the green door. In here you'll find a **Large Medipack** and **Uzi Clips**.

CITY OF THE DEAD

First of all, use your pistols to kill the two men on the building next to you. Climb onto the ledge where the lower guy was to get the **Revolver**. Now get on the bike and drive away. Follow the route running over any bad guys you come across. Turn left at the sandy mound and go through the archway. Immediately turn right and get off, head into the building to the right but be quick as a gun turret will be shooting at you.

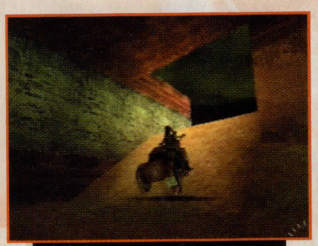
The Dead Body

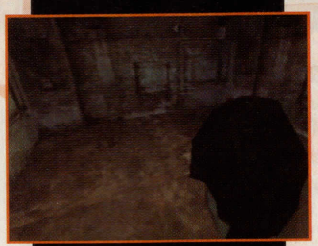
Pull the body off the grating then return to the bike. Drive back through the archway and take the next left. Get off and climb onto the block in the corner. Crawl into the gap and follow the passage. Pull the lever at the end then return to the bike. Turn around and face the sandy mound, ride over the mound so that you smash through the barrier on the far side. Drop through the floor and head around the corner. Climb off and jump into the opening in the wall, drop into the water and climb out. Follow the passage, shoot the bats in the next area then pick up the **Flares** and **Wideshot Shells** from the far side.

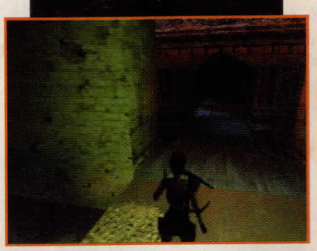


Freeze the Water

Slide down the slope to the west and pick up the **Laser Sight** if you need it. Go past the dead body and look up to the west at the end to see a crack. Grab the crack and shimmy to the right as far as you can. Climb up and turn around. Combine the Laser Sight and the Revolver then shoot the swinging ball to release an ice nymph. Drop down and turn right, run up the steps and drop into the water which the nymph will freeze. Swim through the passage at the end and up the other side. Climb out and drop down. Head up the steps again to the frozen water. Cross the ice and push the lever on the other side. Go back down the steps and turn right at the bottom. Go through the open door around the corner and head up. Turn right at the top to find a green door (Secret 55), climb up the steps to the left of the door.







Back to the Start

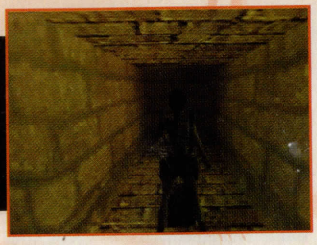
Crawl into the gap and hang from the outside edge. Shimmy to the right until you can climb up then turn around and grab the lever on the wall opposite. Shoot the guy on the left as the gate opens. You are now back at the start of the level - head back to your bike and get on. Drive through the wooden door at the end and head back to the gate at the beginning of the level.

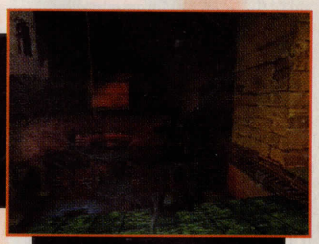
The Staircase Area

Drop into the pit then head up the steps to the top where you'll find a ramp. Use the ramp to jump over the steps to the opening on the other side. Turn left and drive up the slope. Dismount and push the lever in the alcove just ahead, watch out for the bats though. Continue up the next slope and back to the steps. Go to the top of the steps again and turn right at the ramp. Turn left and drop down to the area below. Turn left then right and head back to the room where you dragged the body off the grating. Grab the gap above the grating (now open) and crawl in. Pull the lever at the end then head back to the bike.

Destroying the Turrets

Go back to the steps area (beyond the level start point) and drive up. Stop just past the first flight and climb into the long opening in the north wall. Climb onto the block to the left then up the passage to the east. Follow the passage to the end but DON'T drop off. Run-jump across the street and go through the doorway to the right. Go through to the other side and stop. Crawl (to avoid the gun turrets) up to the low wall to the north. Stand up and shoot the barrel with the Revolver to destroy the gun turrets. Stand on the wall and drop onto the ledge in the centre. Run-jump across to the other side and jump over to where the turrets were. Just ahead is a lever, push it then pick up the **Small Medipack** nearby. Head back and drop to the street below, note the open gate around the corner. Go back to the bike and drive off the edge just beyond the ramp at the top then head through the gate.





SECRET 57

When swinging on the rope, jump over to the ledge to the east to find a **Large Medipack** and some Wideshot Shells. Watch out as two bugs appear. To continue, jump to the ledge down to the southwest and work you way back up to reset the lever.

CHAMBERS OF TULUN

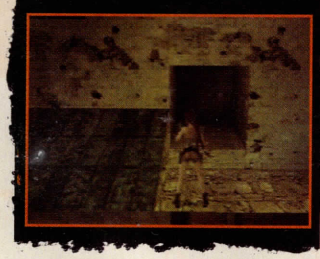
Head down the slope and get off the bike. Quickly kill the bad guy to the right then head through the doorway in the wall. Go straight through the building (the mosque) and out the other side, (you can go to Secret 56 from here).

Inside the Mosque

Head west along the street and you'll come across a guardian. Turn around and run back into the mosque. Run through the main room and into the smaller room at the end. Climb onto the block to the left of the doorway. Face north and run-jump to the ledge. Walk forward onto the left-hand section and face west. Run-jump to the crack in the wall then shimmy to the right. Climb up then jump and grab the wall to the right. Climb around to the right and drop onto the next ledge. Follow the passage at the end of the ledge and climb up. Head out onto the upper section and push the lever to trap the guardian, but only for a short time. Quickly turn around and stand on the edge of the ledge to the right. Run-jump and grab the sloping section to the south. Now run-jump and grab the rope (Secret 57 is accessed here). Turn to face south, swing and jump over to the ledge ahead. Ignore the bad guy and drop down the hole.

SECRET 56

Grab the ledge above you and climb up. Enter the opening and crawl through to a room with some Flares, **Crossbow Bolts**, Revolver Ammo and a **Large Medipack**.



Race Against Time

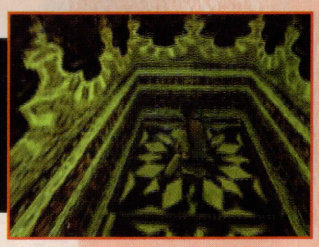
Quickly get on the bike and head east. Speed around the corner and jump over the pit. Turn left at the end and dismount at the step. Run straight ahead, over the step, and around the corner. You'll find a large wooden wheel lever on the right, pull the wheel three times to open the gate. Go through the gate and climb the wall. If the guardian escapes he won't let you climb up and you'll have to do the mosque section again. Once at the top, enter the Citadel Gate.

CITADEL GATE

Drop down and approach the Sarge to trigger a cut scene. Next, pick up the Revolver Ammo on the floor then head east. Follow the route and you'll see a beast appear. Sprint past the beast and through the archway. Continue through the building and out the other side. Here you'll be attacked by locusts but don't worry about them. Turn right (west) and look for an opening on the right. Quickly go through to avoid the croc.

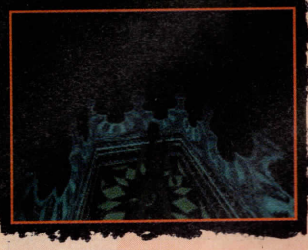
The Many Levers

To the north are three levers, pull the middle one then jump onto the ledge above the torch to the west. Pull the lever and drop back down. Now pull the left-hand lever then the right-hand lever to move the two tombs. Drop down the hole next to the tomb furthest away and use the crowbar in the broken lever unit. Go back up and drop down the other hole. Pull the lever at the end, you'll open a door and release some locusts. Quickly climb back out to escape. Go through the door in the east wall and run past the bats. At the top, run-jump and grab the rope (you can reach Secret 58 from here).



SECRET 58

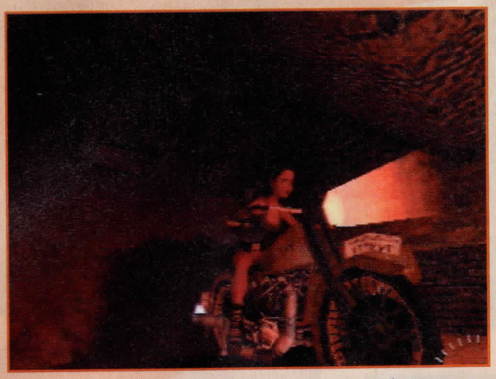
Turn and face the right-hand bell to the northeast. Swing and grab the ledge just below the bell. Drop and grab the opening below then climb in. In the small area beyond you'll find some **Crossbow Bolts** and a **Large Medipack**.



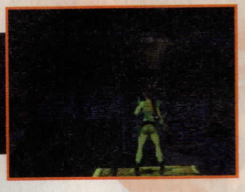
Swing and jump onto the ledge directly to the south. Run-jump and land on the roof to the east then do a standing jump to the roof further along. Watch out for the bug that attacks you. Now run-jump to the next roof then jump and grab the wall to the south. Climb around to the left and drop onto the ledge below. Face east and jump onto the top of the window, another bug appears. Face south, run-jump to land on the right-hand ledge just beyond the washing line. Now do a standing jump onto the sloped roof to the southeast. Next run-jump and grab the opening to the south then climb in. Walk through and stop at the edge. Run-jump to the ledge immediately to the right, as you land two bugs attack you. Pick up the Nitrous Oxide Cannister from next to the vehicle. Go to the south edge and run-jump over the pit. Follow the street ahead and you'll find yourself back at the beast. Run past and head back to the Sarge. After the cutscene climb back to the Chambers of Tulun.

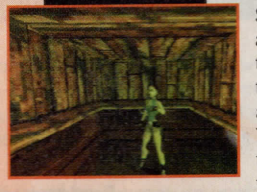
CHAMBERS OF TULUN PART 2

Climb down the ladder and head into the street. Run past the guardian and find your bike. Get on and drive under the archway to the north of the area to enter the Trenches.



THE TRENCHES



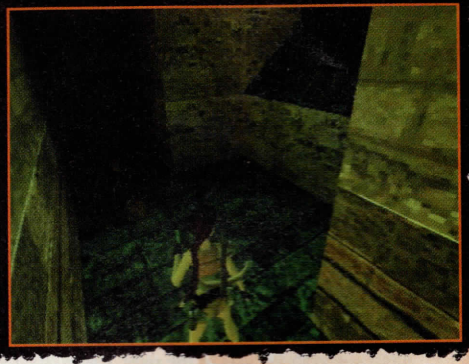


Stop your bike at the junction and climb off. Head east, over the low wall and continue past the palm tree. Follow the path and you'll come to a bad guy. Take him out then head around to the right at the end. Enter the room and dive behind the crates to shield yourself from the gun turret. Crawl all the way around the room to the northeast corner. Equip the Revolver with the Laser Sight. Stand up and the gun won't see you, quickly shoot the cannister on the back of the gun to destroy it. Climb onto the crates and jump onto the ledge along the south wall to get some Revolver Ammo. Now stand on the tallest crate and run-jump to the opening in the north wall. Drop down, go around the corner and crawl into the gap to the left. As you enter a bad guy starts shooting you, stop and get out the Revolver. Fire two rounds to kill him then disarm. Crawl through avoiding the steam and turn right. Climb up to the left, turn around and shoot the gun turret with your Revolver. Drop back down and crawl back through the gap. Head north and turn right, watch out for the nearby bad guy. At the end of this

straight section is a gap on the right, crawl through and pick up the Weapon Code Key. Crawl back through and go straight ahead. Grab the gap in the wall in front of you then shimmy all the way around to the right. Nip past the gun turret to the burning jeep and use the crowbar on the engine to get the **Valve Pipe**. Now head back to your bike. Combine the Valve Pipe and **Nitrous Oxide Cannister** to make a **Nitrous Oxide Feeder**. Use this item with the bike so that pressing R2 gives you a boost. Drive off and head back to the Chambers of Tulun, (you can now get Secret 59).

SECRET 59

Drive back to the City of the Dead. Go through the gate and turn right, go straight ahead and follow the street to a wide pit. Use the boost to get over the pit (it's tricky, but possible). Dismount and locate the set of blocks with sloping tops. Climb onto the block facing north, keep holding ⊙ to jump around the blocks then grab the edge. Climb over to get Revolver Ammo, a **Large Medipack** and **Crossbow Bolts**.

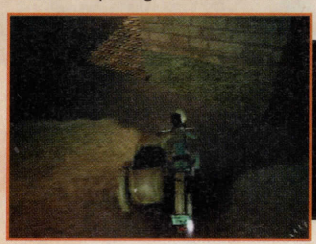


CHAMBERS OF TULUN PART 3

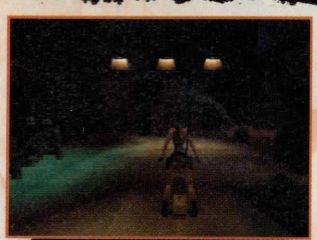
Turn left and go around the corner. To the left are some steps, boost up the steps and into the building. Dismount then hop onto the nearby step. Go through the door and kill the bad guy. Follow the passage and slide down the slope. Enter the tunnel straight ahead and take out the guy around the corner. Go back out and head down to the right. Halfway down you'll have to drop the torch to kill the bad guy. Go straight ahead at the bottom then turn left. Drop the torch and kick the door open. Pick up the torch and enter. Kill the bad guy then light the torch. Leave and turn right, go back up through the passage then head over to the ramp just ahead. Stand below the sprinkler at the top and press ⊗ to set it off. Go through the nearby door and turn left. Push the lever and head back to the room where you first picked up the torch. Climb onto the higher crate then run-jump to the opening to the east. Drop into the area beyond and shoot the two light grey crates. Shoot the lock on the gate to open it. Get the **Roof Key** from the hole then go back out and through the door by the sprinkler. Turn right and go to your bike then drive back to the Trenches.

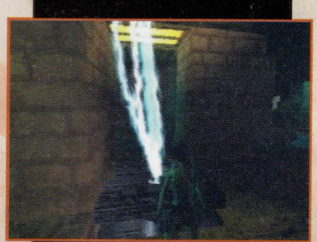
THE TRENCHES PART 2

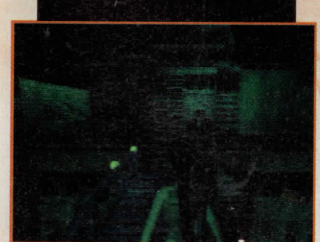
Get off at the junction and head towards the palm tree. Turn left and climb onto the wall to the right of the steps. Grab the handle on the ceiling nearby to pull the trapdoor open. Climb into the gap revealed above and crawl through. Pick up the **Crossbow Bolts** then crawl into the next gap. Use the Revolver to shoot the small block in the crack to the right. Drop and hang from the outside edge then shimmy all the way up to the left. Drop onto the ledge then monkey swing across the street. Enter the room and kill the bad guy then use the Roof Key to open the door around the corner. Head out onto the ledge and run-jump to the gap in the building on the other side of the street. Shimmy to the left and climb up. Stand by the hole in the wall around the corner and shoot the panel on the wall plus the bad guy to the left. Head back to your bike and drive west. Follow the street around to two sets of steps. Drive up the right-hand set and boost up the ramp, through the opening and over the gap. Get off and climb the wall to the south to reach the opening. Head into the darkness to enter the Street Bazaar.

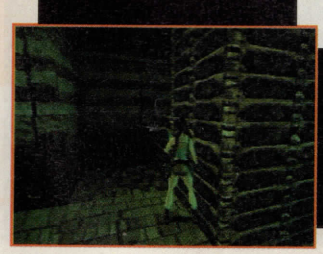


STREET BAZAAR

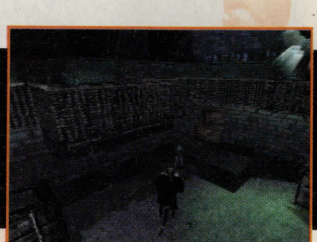








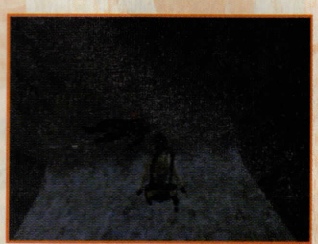
Climb down the ladder and you'll trigger a cutscene. Pick up the Mine Detonator Body then get the Handle from the nearby table. Now go to the rear of the car and pick up the Car-Jack Body, combine this with the Handle. Press the big red button on the south wall and go through the door. Climb into the gap to get a **Large Medipack** then head up the ladder. At the edge, jump and grab the ceiling. Monkey swing to the right and drop onto the ledge. Climb into the gap up to the right and crawl through. Climb onto the block and use the Car-Jack on the short wall to open the door. Climb up and head north to find lightning striking a lift platform. Jump over avoiding the lightning. Push the crate forward as far as it will go. To the right is a strange machine, pull it out then push it onto the lift so that it's struck by lightning. Head east and cross the bridge that you saw struck by lightening. Jump and grab the wall ahead, climb around to the left and drop onto the ledge (here you can reach Secret 60).



SECRET 60

Face north and jump onto the centre section of roof. Head east around the back to find some Revolver Ammo, a **Large Medipack** and **Crossbow Bolts**.

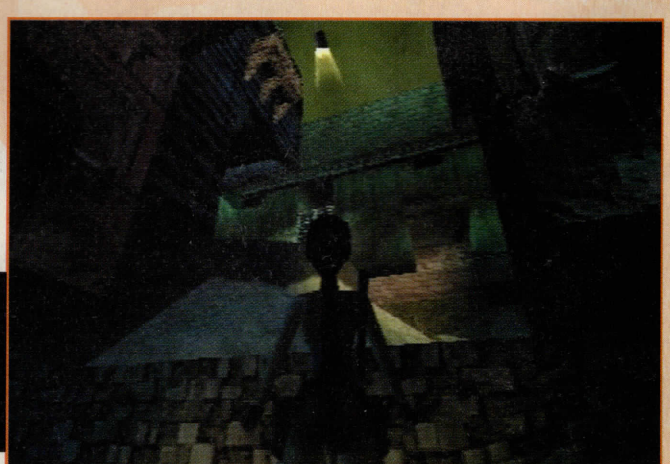
Mine Position Data

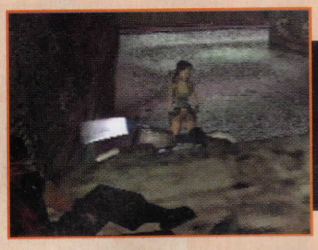


Drop into the hole in the nearby alcove and follow the passage at the bottom. Turn right then right again in the next room. Pick up the Mine Position Data from next to the headless body at the bottom of the slope then go back up. A bull appears so quickly head over to the crates in the southeast corner. Get the bull to smash the crates out of the way then head down the corridor that's revealed. Turn left at the top and shoot the bad guy. Continue around and enter the passage below the beams of light to return to the Trenches.

THE TRENCHES PART 3

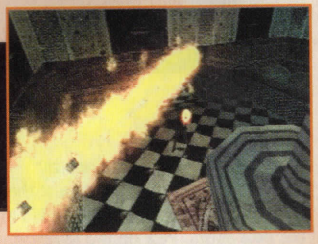
Head west through the passage and go to the far end of the street. Turn right and you'll see the two sets of steps. Head up the left-hand set and continue, on the right you'll find a low wall with a pile of sand. Climb onto the wall then onto the half covered block. Jump and grab the nearby ledge and climb up. Climb the ladder to go back into the Street Bazaar. Climb down and go through the door at the bottom of the ramp. Kick open the next door and go outside. Kill the gunman then head north and enter the passage on the left to return to the Trenches. Combine the Mine Detonator Body with the Mine Position Data - use the Mine Detonator you've created to clear the mines. Jump over the barrier and press the red button just ahead. Go through the door to the south and get on the bike. Drive back through the door and turn left, follow the route to re-enter the Citadel Gate.





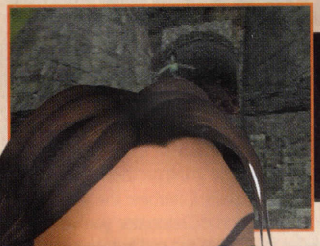
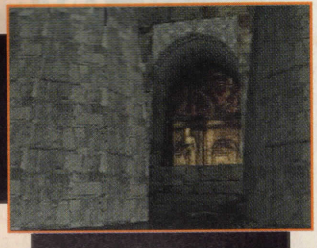
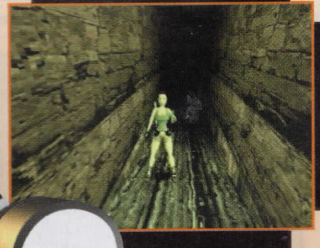
THE CITADEL GATE

Drive forward and boost over the minefield. Follow the route as before and boost past the beast. Drive back towards the Sarge to trigger another cutscene then enter the Citadel.



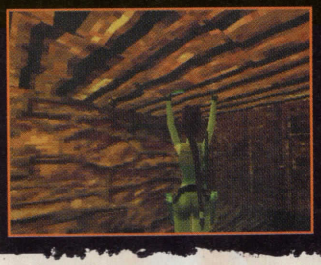
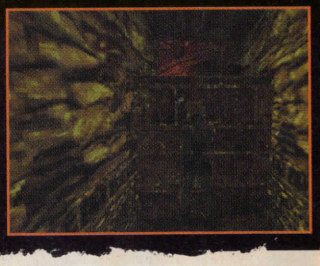
THE CITADEL

After the cutscene, head south through the pillars to the next room. Go through the pillars on the far side of this room and head up the steps. Turn right at the top and push the lever. Pick up the torch in the alcove to the west and light it. Head back down to the room below, stand on the north side of the room and you'll see a rope above. Jump and set fire to the rope the discard the torch. Head north to the next room and drop through the hole to the left. Follow the passage and you'll see a short cutscene.

SECRET 61

Run-jump to the steps to the west. Grab the ceiling at the top of the steps and monkey swing across. Drop and grab the opening to the right then crawl through. In here you'll find a **Large Medipack** and Revolver Ammo. To get back drop into the water and swim through to the next room. Climb out to the north and run-jump back to the steps.

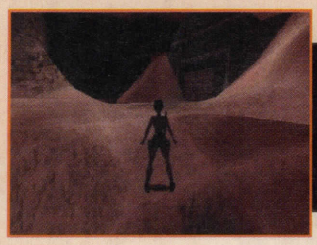



The Tower

Walk to the edge and jump around to the left. Climb onto the wall next to the steps (go to Secret 61 here) and turn around. Hop backwards and grab the edge, shimmy to the left. Drop and grab the crack below then shimmy to the right. Drop and grab the next crack then continue to shimmy until you can climb up. Crawl through and drop down. Walk to the north end and crawl into the opening up to the right. Crawl through and lower yourself onto the sloped ledge. Hold ⊙, after the second jump hold ⊗ to grab the crack. Shimmy left and climb up, pick up the **Small Medipack** then turn around. Run-jump and climb up. Quickly kill the bad guy then head up the steps taking out the bad guys that appear. Eventually you reach a lever, push it. Lower yourself through the hole to the west and face north. Pick up the **Large Medipack** and continue to trigger a cutscene.

Altar Puzzle Room

Enter the room and you'll find four altars. Each one has a letter referring to North, East, South and West. Position each altar on their respective circle on the floor using your compass for reference. Once you've placed the altars head through one of the large doors to the west. Climb the step at the end and drop down the hole. Swim through the opening to the south and pull the lever in the room at the end. Head back and get air. Now swim through the north opening and climb out at the end. Head south and back to the Altar Puzzle room. Enter the eastern passage and head down to a room with a lever plus two bad guys. Kill the men and push the lever. Go back to the puzzle room and head north to the water again. Swim through the passage and climb out onto the western ledge. Push the lever and return to the water. Swim through the passage to the north and pull the chain at the end. Kill the bad guy then go through the door to the east. Climb through the gap to face the two knights.



The Two Knights

You can't kill these guys so don't try. Instead head up the long slope nearby and stand by the wooden barrier at the top. Jump out of the way as the knights slash at you and they'll smash the barrier. Climb up where the barrier was and head into the next room. Drop into the bottom section (go to Secret 62 here) and head north to start a cutscene.

SECRET 62

To the west of the room is a deep pit. Hang from the south side of the pit and drop to the gap below. Crawl in and follow the passage to a room with some Revolver Ammo, a **Large Medipack**, Wideshot Shells and **Crossbow Bolts**.

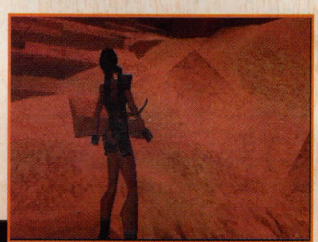
THE SPHINX COMPLEX

Head west and shoot the two bad guys ahead. Pick up the **Silver Key** from the bad guy to the right and use it to open the nearby door. Go through and kill the two guys on the walls. There are pits in the southeast and northeast corners of this area. There are also two levers, one next to the south wall and the other next to the north wall. Run-jump over each pit and pull the levers to open the gate to the west. Go through the gate and kill the ninja that attacks from behind. Slide down the side of the pit to the north and land on the ledge. Run-jump to the ledge to the left then over to the north edge of the pit. At the next pit, jump onto the ledge with the **Large Medipack** and use the Revolver to kill the bad guy ahead. Run-jump to the ledge in the corner and climb up. Kick down the door and enter. Shoot the crates for ammo then drag the shelving out the way of the hole. Shoot the mesh and crawl through. Shoot the mesh and crawl out, quickly kill the bad guy. Shoot the crates and pick up the **Metal Blade**. (Secret 63 is here).

Push the button next to the large door to open it. Shoot the two bad guys as they enter. Head outside and jump back across the pit to the south. Approach the next pit. Slide onto the ledge to the left then run-jump to the ledge on the left. Run-jump to the far corner then jump out. Follow the path around and you'll find a bright tombstone between the sphinx's legs. Approach the stone to examine it. Now head to the west to another pit. Slide onto the ledge to the right, run-jump onto the ledge to the west then over to the northeast. Climb up and kill the ninjas. Shoot the crates by the wall and pick up the **Wooden Handle**. Climb onto the platform to the east and climb over the leg. Combine the **Wooden Handle** with the **Metal Blade** to make a **Shovel**. Stand on the cracked area in front of the tombstone and use the **Shovel** to dig a hole. Drop down and follow the passage.

SECRET 63

Drag and push the two sections of shelving away from the wall to reveal a Shotgun.



BENEATH THE SPHINX

Go through the gate ahead and it'll shut behind you. Up ahead are two sleeping bulls, to either side of you is an open gate with a lever. Approach one of the bulls to wake it, quickly run back and head through one of the gates. Wait for the bull to enter then jump over him and go back out. Quickly pull the lever to trap the bull inside. Repeat the trick with the second bull to trap him in the other room. Now head to where the bulls were dozing, head west and pick up the Scrap of Paper from below the torch, also get the Flares from the skeleton. Now head over to the stone face in the main area. Examine the Scrap of Paper and you'll see that the symbols on the wall relate to the letters 'I', 'Q' and 'A'. To open the gate to the west you must push the symbols in this order A, I, Q (right, left, middle). Head through the west gate and run-jump over the pits killing the bats. In this area you'll find four coloured shafts. Using the binoculars, look up the shafts and zoom in. Press ⊗ to light up the combinations, they are as follows:

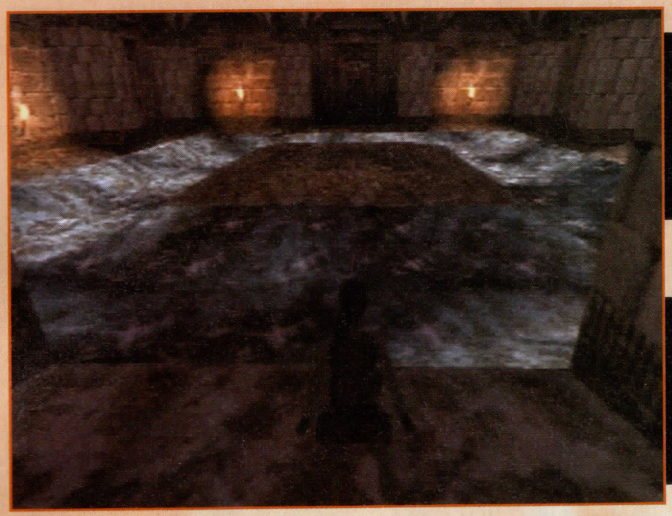
Red	– A, Q, I
Blue	– I, Q, A
Green	– Q, I, A
Purple	– Q, A, I

These combinations open the gates back in the main room. Each gate leads to a stone that you need to complete the level, you can gain the stones in any order you wish.

Red Key – A, Q, I (right, middle, left)
Head west and go through the gate on the right. Kill the bats then head down the right-hand side of the pit. Jump onto the top of the slope then run-jump to a similar ledge on the other side. Jump to the end of the pit and continue. At the end is three narrow gaps, (here you can get to Secret 64), crawl into the northern gap first. Turn left then left again to find the **Stone of Maat**. Crawl back out and head into the southern gap. Turn left then go up to the right. Turn left at the top and pull the lever in the room to open the exit gate. Now go back to the room with the symbols.

SECRET 64

Crawl into the eastern gap, turn right and drop through the floor to find a **Grenade Launcher**.



Blue Key - I, Q, A (left, middle, right)
Head east and through the gate straight ahead. Kill the bat then jump over the pit. Here you'll find nine holes in the walls, each with symbols above them. Examine the right-hand hole in the east wall with the symbol for 'I' above it. This gives you the **Stone of Re**. Now examine the right-hand hole in the north wall with the symbol for 'V' above it to open the gate.

Green Gate – Q, I, A (middle, left, right)
Head west and go through the gate to the left. Stick to the left and run-jump over the pit. Use grenades to kill the crocs ahead then enter the pool area. Examine the two holes in the south wall then the two in the north wall. This opens the grate in the centre of the room, drop into the small pit to get the **Stone of Khepri**. Now pull the lever on the west wall to open the exit, to get out run-jump along the right-hand side of the pit.

Purple Key – Q, A, I (middle, right, left)
Head east and go through the gate to the right. Stand next to the torch on the right and do a standing jump along the wall to land on the ledge. Drop off and grab the edge, now shimmy to the left and climb onto the next ledge. Jump to the top to find a flooded passage.

Lever 1

Dive in and swim down. At the split head south, at the next go east then south at the third. At the fourth split go straight on, you'll now come to a tile with a bird symbol, head up from here and climb out. Pull the lever then we need to go back to the start before getting to the next lever. Go north, west then up and up again.

Lever 2

Dive in and head south at the split. Go west then up to a room with a lever. Pull the lever then dive back in. Go east at the first junction then up and up again to the entrance.

Lever 3

Dive in and go east, south and south again. Go west then up to reach the third room. Pull the lever then dive in again. Head east, north, up, west then up to the entrance.

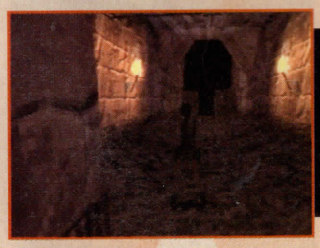
Lever 4

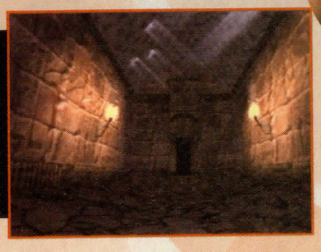
For this one go north then east. Pull the lever and jump in again. Swim down at the first split then up at the next.

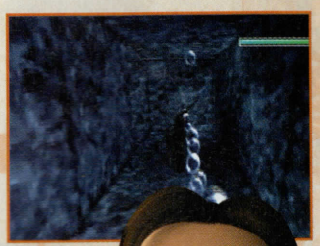
Lever 5

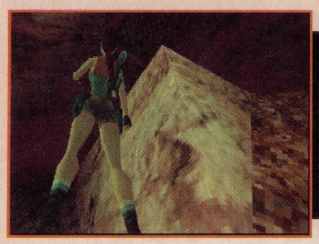
Swim down and head east, up and up again at the symbol. Pull the lever to open the exit then pick up the **Stone of Atum**. Now dive in and swim west then up to the entrance. Now you can return to the main room.

Once you have all four stones head west and through the gate straight ahead. Jump over the pits to get to the coloured shafts. Place the stones in the openings below the shafts to open the nearby gate. Head through the gate and monkey swing across the pit. Go through the gate and very quickly pick up all four Holy Scriptures to popen the exit gate on the other side. Be quick to get out before the blades get you. Walk through the next room by holding R1 then monkey swing across the next pit. Once across, run through the cavern to the next level.



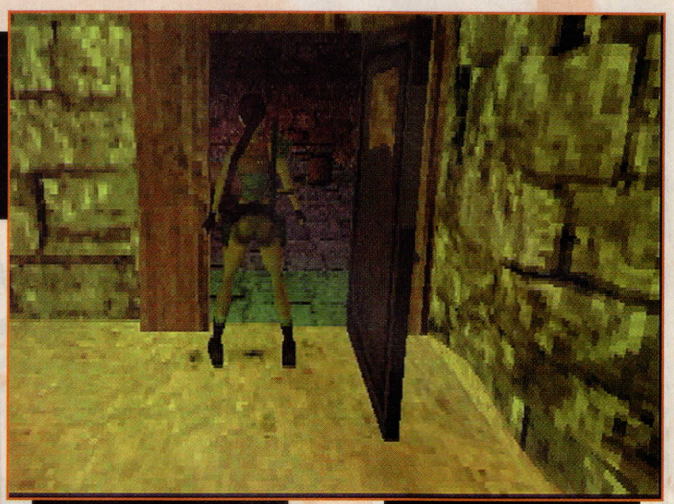
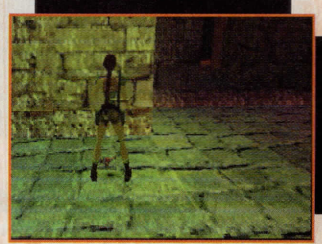
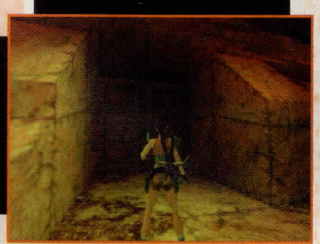


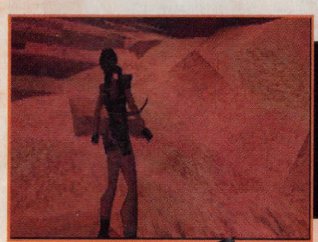
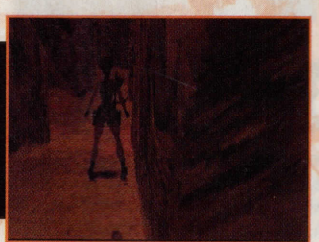




MENKAURE'S PYRAMID

Head up the slope and climb the blocks to the left. Face north and grab the handle on the trap door to open it. Climb up and quickly kill the large scorpion with grenades. Head west and look to the left. Take out the scorpion and bad guy with grenades. Head north and stand to the left of the pit. Run-jump and turn to the left in mid-air. Follow the path killing the scorpion on the way. Jump the next pit and deal with the scorpions. Head east to another pit. Stand to the left, face south and run-jump to grab the tall ledge. Climb up and jump as you slide, now jump to safety. Enter the building ahead and kill the scorpion. If the guard survived he'll give you the **Guards Keys**, if not just pick them up. Head outside and head over to the left-hand pit. Jump up and grab the wall to the right. Shimmy left as far as you can and drop at the end and back-flip over.

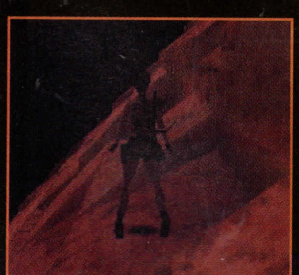



INSIDE MENKAURE'S PYRAMID

Head downwards past the swinging blades. Kill the bats then shoot the star symbol on the wall to the south. Head down the steps and blow up the two mummies. Jump into the trough and drop through the hole. Swing over the pit ahead and continue. Blow up the mummies and head right. Swing across this pit using both ropes. Pull the lever at the top of the slope then swing back across the pit. Head around to the right and follow the other path. Swing across the pit and head up the passage to a large star. Jump around and shoot the guard then use the crowbar to get the **Western Shaft Key**. Head back up the steps near the beginning of the level and head through the passage to the east. Slide down and light a flare. Head along the passage and duck when you hear the blades. Continue and grab the handle on the trapdoor to open it. Climb out and kill the two scorpions. Head south and turn left at the pit. Push the button on the left and return to the pit.

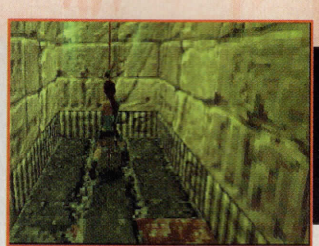
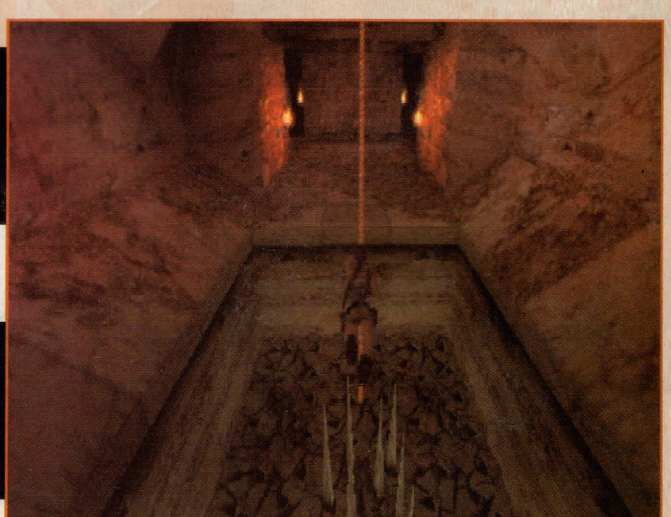
SECRET 65

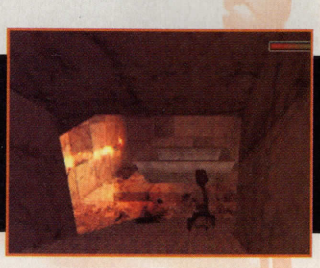
Run-jump east then climb up to the north. From here jump west to the **Small Medipack**. Jump across the entrance to get a **Revolver**, and release a load of beetles.

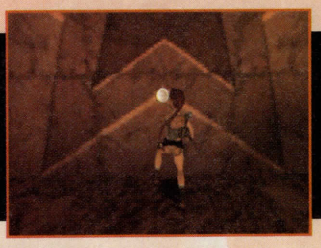


Climbing the Pyramid

Stand on the raised platform nearby, walk northwest onto the next section and climb up to the north. Jump northwest then walk west, run-jump west and you'll slide down. From here head west then climb up to the north as far as you can go. Walk east then run-jump to the pyramid entrance, (go to **Secret 65** here).



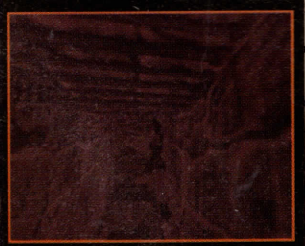
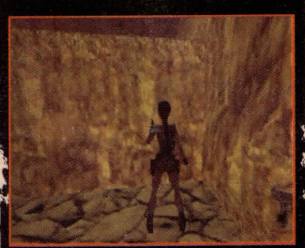


Entering the Pyramid

Walk onto the pyramid to the left then climb up to the east. Run-jump south then climb east to the top. Hop backwards into the hole and grab the edge. Climb down and follow the passage. Run-jump over the first pit then monkey swing across the second. Run-jump the third pit avoiding the blade. Around the next corner are two more pits, jump across each one and pull the chain. Jump back over the last pit and stand by the opening to the right. Monkey swing over the long pit and you'll find a gate, (you can get to **Secret 66** here). Slide down, jump the pit and fall through the hole. Head south to return to the **Sphinx Complex**.

SECRET 66

Slide down the slope, jump and aim to the right to land beyond the spikes. In this pit is some **Uzi's**..

THE SPHINX COMPLEX PART 2

Climb out and head west. Slide down the right of the pit to the ledge. Run-jump to the ledge to the west then face south. Jump over to the corner and head up to the gates. Use the Guards Key to open the gate and head through.

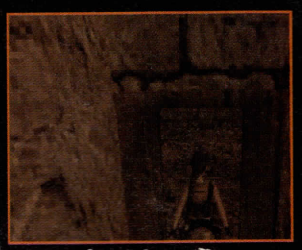
THE MASTABAS

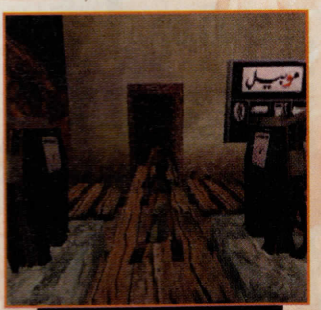
(You can get to **Secret 67** here). Head north and shoot the dog. Continue and pick up the **Jerrycan** on the other side of the truck. Head back south and turn left. Kick down the door on the left and enter the room. Stand by the trap door and press ⊗ to open it. Drop down and follow the path to a junction. Head left and into a small room. Kill the dogs then equip the Revolver with the Laser Sight. Around the room are three lion heads, shoot the gems in the mouths of the lions. A door to the north opens and reveals some mummies. Run through the door and pick up the **Small Waterskin**.

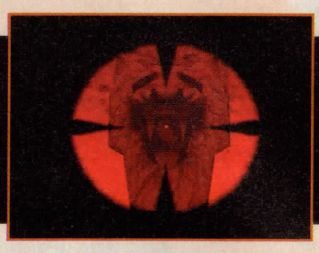
Leave the room and head back. At the junction turn left, climb up at the end to find yourself outside. Head through the gap in the wall to find yourself between two pits. Jump over the left-hand pit onto the area to the east. Shoot the barrier to the right and enter the building. Kill the dog and the bats then open the trap door. Drop down and follow the passage to a junction. Turn right and you come to a room with two dogs to kill. Here you'll notice some more lion heads, shoot the gems as before then kill the mummies. Pick up the **Bag of Sand** from behind the door that opens and head back to the junction in the passage. Turn right then go straight ahead at the next junction. Climb up and leave via the door. Turn left and stand to the left at the edge of the pit. Run-jump to the small ledge in the corner to the northwest. Now run-jump to the area northwest and head through the gap to the right. Kill the small scorpions then open the trapdoor. Drop down and follow the passage turning right at the split. Pick up the **Torch** at the end then back track. Take the other route at the split and into a room. Quickly kill the three dogs and the bats. Shoot the gems in the lions' mouths then locate the torch you had to drop. Head north through the door and kill the bats.

SECRET 67

Shoot the barrier straight-ahead. Light a flare and you'll see a dark section on the floor. Stand at the edge and press ⊗ to open the hidden trapdoor. Hop off backward and climb down to get a **Large Medipack**.







THE GREAT PYRAMID

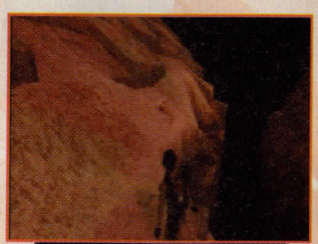
Run to the end and climb up. Shoot the barrier to get out then kill the bad guy to the right. Approach the left-hand side of the nearby pit. Run-jump to the southwest then turn around and kill the bad guy. Go through the door and kill the bad guy inside, (here you'll find **Secret 68**). Shoot the barrier and exit the building. Head through the next door and kill the bad guy. Ignore the trapdoor, head on through the door instead. Head left and approach the edge to trigger a short cutscene. Stand on the ledge sticking out then run-jump across the gap. Slide down to the west then run-jump to the ledge ahead. Walk forward then climb up diagonally to the north as far as you can.

Earth, Water, Fire

Here you'll find three dishes and a pool of water. Stand in the water and use the **Small Waterskin** to fill it. Use the full Waterskin with the left-hand dish (when facing north) to fill it with water, now use the Jerrycan on the middle dish and finally the Bag of Sand on the right-hand dish. Now locate the torch and light it from a wall torch, stand next to the middle dish and press ⊗ to light the fuel. Head west through the door and collect the **Northern Shaft Key** from the western wall. Kill the mummies then shoot the gems in the lions' heads. Leave the room and go through the door on the other side of the dish room. Shoot the gems then continue east. Kill the dogs and go straight ahead at the split. Climb outside and kill the scorpions. Go through the gap and turn left. Jump onto the nearby ledge to the left of the pit then run-jump to the east to land on the left-hand area. Now run-jump across the pit to grab the ledge to the south. Go through the door to the right and drop through the trap door. Follow the passage and go straight ahead at the junction, climb up at the end. Kill the dog and shoot the barrier, go through the door ahead. Drop through the trap door and turn left at the split. Shoot the gems in the next room then continue north.

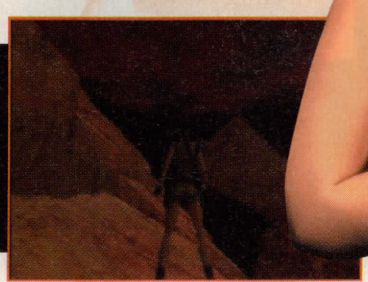
The Three Monkeys

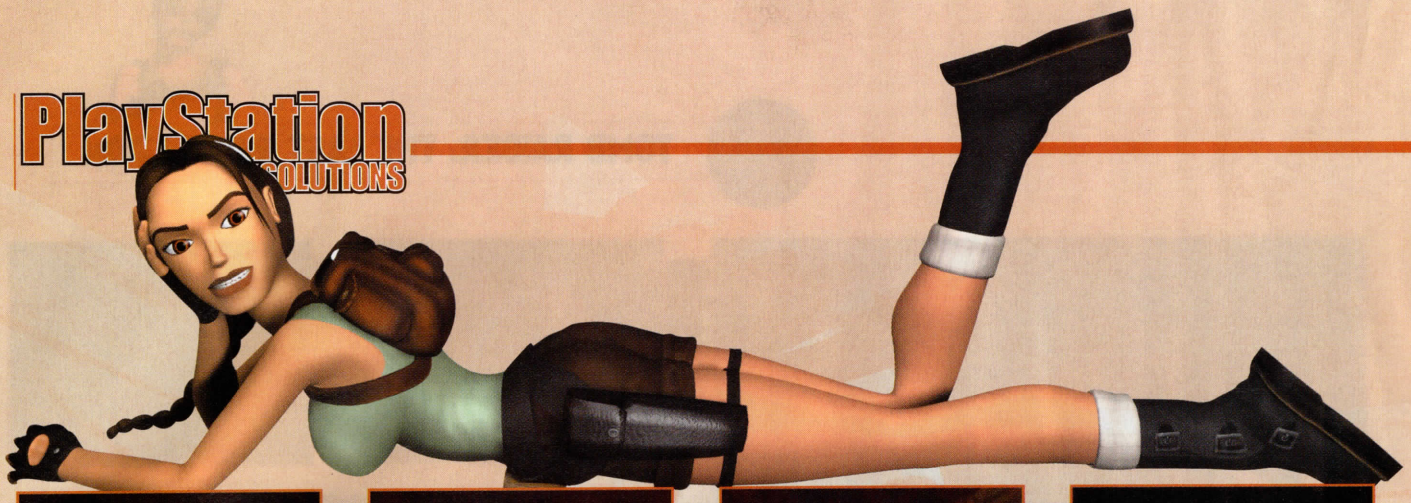
Here you'll find three monkey statues, use the crowbar with the lever unit in front of the right-hand statue to open the door (with the aid of a real monkey). Go through the door and shoot the gems then get the **Southern Shaft Key** from the wall to the east. Leave the room and go through the door to the west. Shoot the gems then continue west. Follow the passage into **The Great Pyramid.**

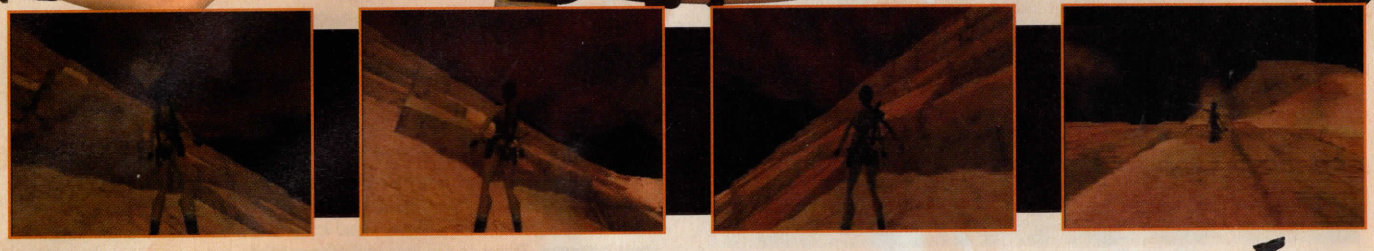


SECRET 68

Light a flare and you should see a dark section in the middle of the room, stand next to it and press ⊗ to open this trap door. Hop backward off the edge and climb down. At the bottom is a **Grenade Launcher**.







Climbing the Pyramid

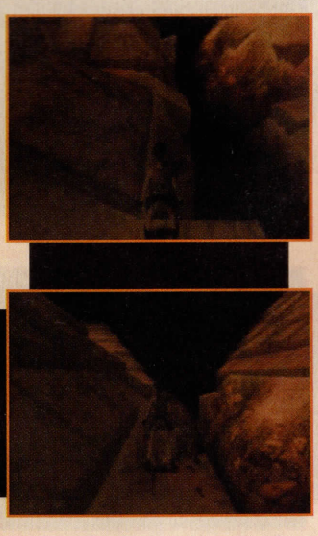
Now run-jump east, stop and wait for the block to fly past. Now do two standing jumps to the east; watch out for another block. Walk forward then climb up to the north. Do three more standing jumps east and slide down. Wait for the block to pass then drop onto the ledge just below. Run-jump south and climb onto the ledge. Turn east and kill the bug on the platform then run-jump over. Face north and run-jump to the ledge at the bottom of the pyramid. Climb up and walk east, do a standing jump to the **Large Medipack**. Now do a standing jump northwest, quickly do another in the same direction to avoid the block. Jump again to the northwest then climb up to the north after killing the bug. Do two standing jumps east, quickly backflip to avoid the block. Jump back again then head north. Move west and kill the two bugs. Climb up one block then head west as far as you can. Run-jump west and slide down. Run-jump again to the west and kill the bug. Next do a standing jump west then down to the southwest. Now jump up to the northwest, down to the southwest then up to the northwest again. Climb up the three blocks to the north, jump northwest followed by two jumps to the west. Finally run-jump to the west sliding down to the next level.

KHUFU'S QUEENS PYRAMID

Head off and kill the scorpions and bad guys. To the south is two doors leading to armouries, enter them both and shoot the crates for ammo. Back outside, head north to the pit. Jump onto the ledge to the left then run-jump to the north turning left in mid-air. Kill the scorpion then turn to face east. Run-jump across the pit then jump south to the platform and climb up. Run-jump north, walk as far north as you can then jump northwest. Face west and run-jump across the pit aiming slightly to the right. Run-jump north then kill the bug and scorpion that appear. Go around the corner, here you'll find an angled block, push it west as far as you can then head for the opening to the south.

More Tunnels

Lift the trap door and hop off backwards, climb down and go through the gate. These passages form a complex maze but it's easy to navigate – simply turn right at every cross-roads. Eventually you come to a room with a star symbol on the wall. Take out the guard then prise the **Eastern Shaft Key** from the wall. Getting back out isn't so easy – go straight ahead at the first cross-roads, then right, left and left again. Now go past the torches, turn right and go straight through to the exit. Once back outside head east to the edge. Run-jump to the ledge on the other side then face north. Run-jump to the first ledge then do a standing jump to the next.

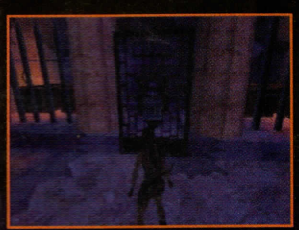


Ascending the Great Pyramid

Kill the bug then climb up a few blocks to the east. Now do two standing jumps northeast and wait for the blocks to sail past. Jump again to the northeast and kill the two bugs. Climb up to the entrance and use the **Guard's Keys** to enter.

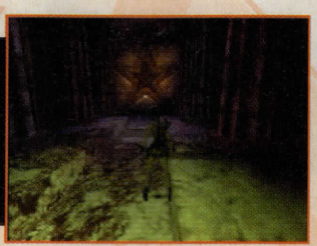
SECRET 69

In the second armoury use the key given to you when you save the guard in the Menkaure Pyramid Level. In the separate area are numerous pick-ups.



INSIDE THE GREAT PYRAMID

Head down the slope to the pit ahead. Drop onto the lower platform then run-jump across. Kill the two bad guys then follow the passage up to the right. Kill the bad guy and go through the gate. Take out the ninja then head between the ramps. This triggers some moving blocks ahead. To get past, walk right up to the moving block. When the block is in the middle jump forward. Once past both blocks kill the two dogs. Walk into the trough in the centre and collect the **Small Medipack** and **Unlit Torch**. Light the torch then light each unlit torch on the wall to open a door to the west. Pick up the **Wideshot Shells** and pull the lever. Kill the dogs then head back past the moving blocks. Enter the passage at the top of the ramps and place the four **Shaft Keys** in the four star keyholes. Now pull the lever on the north wall and kill the bad guys that appear. Head back down and go past the moving blocks again. The trough has now been destroyed – enter the opening to the east and pull the lever. Return past the moving blocks once more and go through the gate, this time go back to the main passage. Kill the two bad guys then head down to a pit. Do a standing jump over the first pit then a run-jump over the next (you can get to **Secret 70** here). Do a standing jump over the next and drop down onto the lower ledge to find a **Large Medipack**. Run-jump to the gate then climb down the side of the light-filled shaft. Climb into the passage to the east to enter the **Temple of Horus**.



TEMPLE OF HORUS

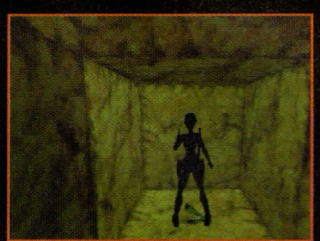
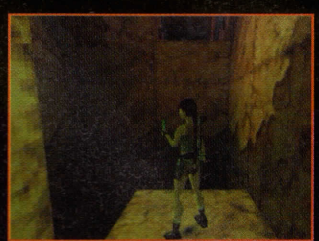
Walk through to find a beast behind bars to the left. Head right and pick up the Large Waterskin. Just ahead you'll see a set of scales.

Water Puzzle 1

You need to put 2 litres (indicated by the lines on the wall) of water in the left-hand bowl on the scales. To get 2 litres fill up the Large Waterskin from the pool. Now combine it with the Small Waterskin to pour out 3 litres. Use the Large Waterskin with the scales to open the nearby trapdoor, if you get it wrong the beast is unleashed. Drop through the trapdoor and approach the pole. Jump onto the pole and carefully slide down past the blades.

SECRET 70

After you jump over the third pit in the main hall, turn around and do a standing jump to an alcove containing a **CrossBow**.

Water Puzzle 2

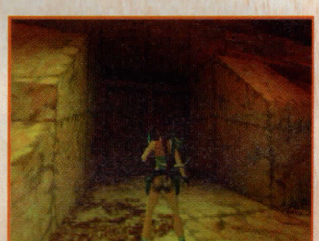
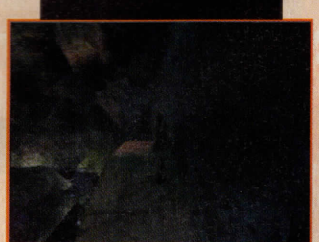
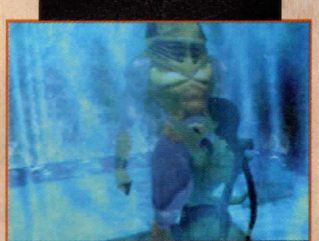
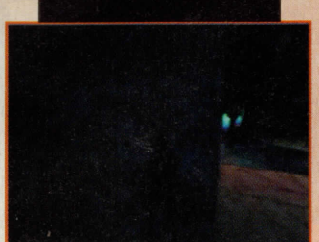
Go through to the next area to find another set of scales. This time you need 4 litres of water. Fill the Large Waterskin then combine it with the empty Small Waterskin. Use the Small Waterskin to empty it then combine the two again to end up with 2 litres in the Small Waterskin. Fill the Large Waterskin and combine the two again to leave 4 litres in the Large Waterskin. Use the Large Waterskin with scales and head down through the trapdoor. As before, slide down the pole to enter the next area.

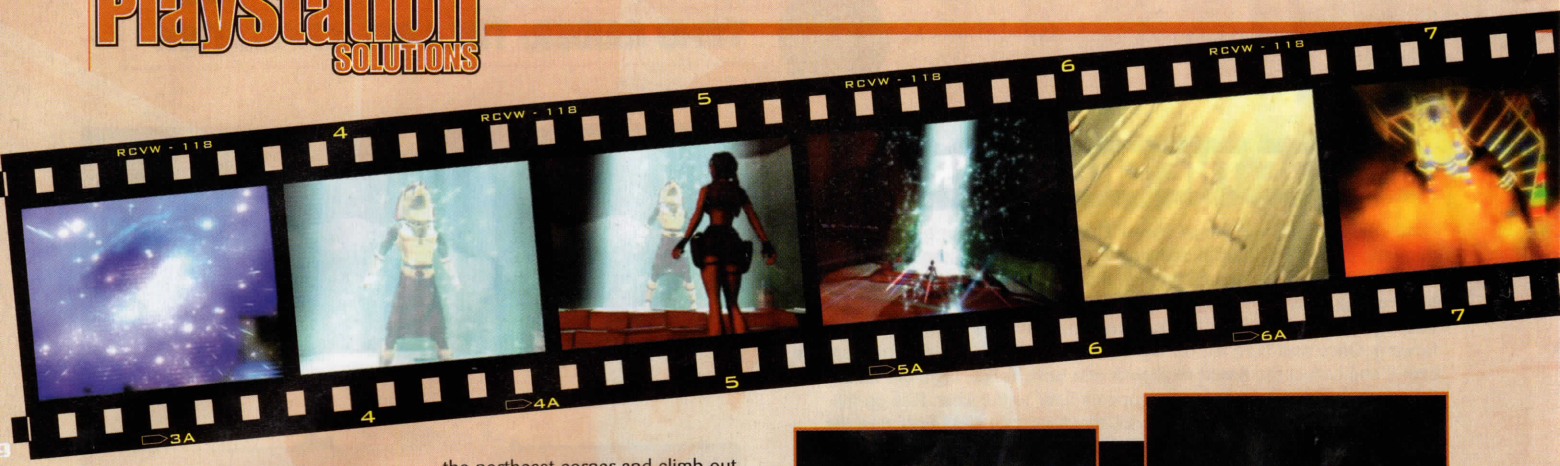
Water Puzzle 3

This time you need 1 litre. Empty the skins then fill up the Small Waterskin. Combine the two to get three litres in the Large Waterskin, then refill the small one again. Combine the two and you should be left with one litre in the Small Waterskin. Use the Small Waterskin on the scales and head down.

Light Shaft

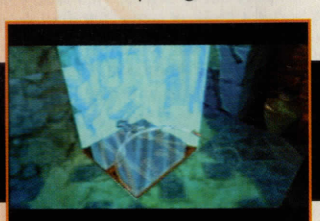
Stand at the edge of the light shaft, jump and grab the opposite wall then climb down as far as you can. Shimmy to the right and drop onto the ledge then do a running jump north to land in the water below. Swim south and climb out onto the central area. Stand next to each of the four pedestals and placing one of the **Holy Scriptures** on each one to trigger an FMV sequence.



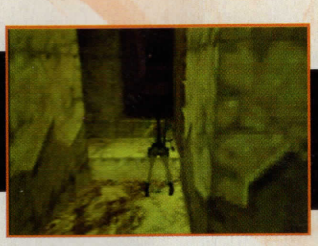
Surviving Horus

Quickly jump into the water and locate the **Amulet of Horus**. Now swim around to the northwest corner and climb onto the ledge at the side of the room. Head up the ramp and through the door. Pull the lever then jump back into the water. Head for the northeast corner and climb out. Run up the ramp and through the door to find another lever. Pull the lever and head for the water again. Go back to the northwest corner and climb out. Run up the ramp to the doorway then run-jump east onto the area below. Go to the far side and run-jump north to the ledge. Run-jump again to the next ledge to the north. Climb up the blocks in the corner and walk to the southernmost tip. Run-jump south and grab the ledge just to the right. Walk to the southern edge, run-jump aiming to the left of the rock just ahead to land on the area below it. Go to the southwest of this area and locate the small opening to the west. Run-jump and climb into the opening, crawl through and climb out. Follow the ledge then run-jump over to the north. Go around the corner and face north, run-jump and grab the wall. Shimmy right and climb onto the ledge. From here, climb up the light-shaft to trigger a cutscene.



Time to Leave

Head through the gate to the east and you'll trigger some moving blocks. Jump past the blocks as before. Enter the room at the top and stop immediately. Once the blocks have crashed down continue east along the left-hand wall. Stop at the edge of the slope, run-jump and grab the edge. Climb up and quickly move forward to avoid the block. Run-jump the next pit and grab the crack in the wall, shimmy right and climb up. Follow the right-hand wall to the next pit. Run-jump and grab, shimmy across the far left then climb up. Quickly run up the slope to trigger the end sequence...is she dead?



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Resident Evil 3

Prepare yourself for the most horrific adventure in gaming history as a gigantic undead monster, Nemesis, makes the zombies featured in the first two games seem like nothing. With an enhanced control system including improved character movement, this final chapter in the horror trilogy is the most chilling and atmospheric one yet.

Toy Story 2

Help Buzz Lightyear save the day and rescue Woody in this third person, free-roaming 3D platform extravaganza. Interact with key characters and enlist the help of Hamm, Slinky Dog and Rex across 15 huge levels. Use special powers and toy accessories such as rocket jet boots, grappling hooks, arm lasers and spring boots to defeat Zurg and his henchmen.

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South Park™ Rally

Face off against Cartman, Grandpa, Scuzzlebutt, Starvin' Marvin and the rest of *South Park*™ in the wildest, raunchiest road race ever. Prove you're not a Melvin with dozens of insane vehicles, great tracks and all the usual *South Park*™ mayhem.

Army Men™ - Air Attack™

Continuing the epic battles between the Green and Tan plastic soldiers, the combat takes to the skies as you adopt the role of a helicopter pilot in the Green army. Fight in the air and on the ground in a whole new series of campaigns. Rescue POWs, extract wounded allies and sabotage enemy plans in this challenging, humour-filled classic.

All titles subject to availability at participating stores while stocks last.

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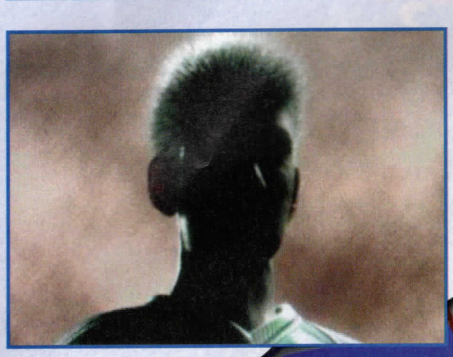
GAME DATA

PUBLISHER:	Konami	PRICE:	£34.99
DEVELOPER:	KCEI	NO OF PLAYERS:	1 – 4 (with multitap)
		GAME TYPE:	Footie Sim

ISS Pro



The best just got better! With more teams, stats, skills and strategies – ISS Pro Evolution is the definitive football game we've all been waiting for! Come join us for a kick around and we'll promote you from Sunday league to the Premiership in less time than it takes to lace your boots!

The disapointment of losing the final was too much for the Brazilians.

CONTROL FREAK

COMPATIBILITY

BEST	☐	☑	☐	☐

SECRET FEATURES...New teams and cups to unlock (see Foul Play).

COMPLETION TIME...90 Minutes?

MEMORY CARD...Two Blocks for options, one for other saves.

LEVEL STRUCTURE...N/A

Evolution

With this guide we'll explain some of the finer points of the wonderful game plus give you some helpful tips on choosing your team, strategy, players and formation.

Nice Skills

If you want to stand a chance of scoring you need to get to grips with the basics. So where better place to start than here?

Corners

A bit of a lottery most of the time but you can increase your odds of scoring. Aim slightly away from goal, hold ⇧ and use full power. A player will head towards the near post. Another method is to use full power then head the ball back across goal. The defenders tend to follow the first ball in leaving unmarked players.

Crossing

The best crosses are sent in from as close to the goal line as you can, this gives crosses the best angle. Use the low cross (double tap ⊙) to make it harder to defend. The more powerful shot (treble tap ⊙) is good if your strikers are just arriving in the box. Alternatively you can pass to the player just in front of you then line up a cross, don't pass straight back to the corner taker as he'll be offside!

Passing

The idea of passing is to keep possession and find space for attacking. You should pass the ball before you're tackled and aim for a player who is unmarked. A good method is to use triangles – pass between three players and you always find space to run into. Utilise the one-two passes to lose markers, this works especially well when approaching the penalty area. The through-ball is excellent for beating the wingbacks. As you approach one stop and your winger will run past you. Simply hit a through ball and throw a cross into the box with your winger.

Shooting

The easiest way to score is to get one-on-one with the keeper. In this situation use the lobbed shot to chip the keeper or a fake shot to skip past him as he comes out.

Penalties

Saving or scoring is about guessing the correct direction, it's luck basically. If you feel like cheating in a two-player game try to see which direction your opponent is pressing to make 'guessing' a little easier!

The Radar

Use the radar to spot unmarked players or find someone in a better position than yourself. Also look for the keeper coming out when clear on goal. The radar is accurate enough that you can actually play without looking at the rest of the screen!

The Offside Rule

The offside rule is very simple, so get your girlfriend, wife, mum, sister etc to read this. Basically, when you pass the ball towards the opponent's goal, there must be two opposing players between your furthest attacker and the goal when the ball is kicked. The exceptions to this rule are when the attacker is not interfering with play i.e. he sat way out on the touchline when a shot is taken. Also, if an attacker is retreating he can be deemed as not interfering with play.

The helium filled ball just wouldn't come down.

FREE KICKS

In Your own Half

If you get a free kick in your own half then it's best to either pump the ball up-field or pass to a nearby player.

Edge of the Box

You can easily score from here. You want the ball in the corner of the goal furthest from the keeper, this means going over the wall. Take into account the curve of the ball when aiming (it curves to the left for right-footed player and right for a left-footed player). Hold ⇩ and apply 3/4 power to lift the ball effortlessly over the wall into the net.

Close to the Box

From further away you need more power, also don't press ⇩ as it will produce a slower shot. When the ball is in the air hold ⇧ to cause it drop quickly. Again, aim for the corner furthest from the keeper and allow for curve.

On the Wing

The obvious choice here is to lob the ball into the box. Instead, use a through ball to send a player further down the wing and send in a cross. Alternatively pass the ball to a player closer to the goal and go for a shot or lay off.

SQUAD SELECTION

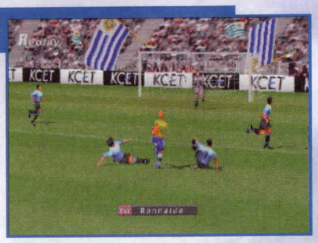
When choosing your team in the substitution mode, note the fitness indicator to the right of the player names (press R1 to toggle). A red arrow indicates a fit player and a grey arrow indicates a poorly player. Ideally you want as many fit players as you can but remember that a fit, crap player isn't as good as an unfit star player!

KNOW THE MOVES

Here's the important bit, this is where you learn to pass, shoot, dribble and more.

BASIC MOVES

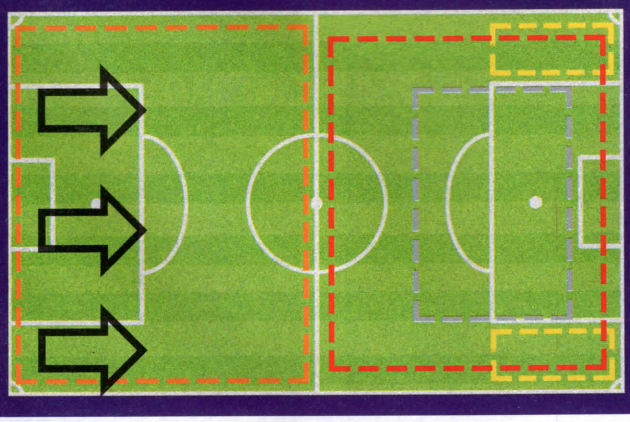
Through-ball – △
Pass – ✕
Lobbed Pass – ○
Shoot – □
Sprint – R1
Change Player – L1
Strategy Select – L2 + □/△/○/✕



AREA SPECIFIC MOVES

These moves can only be performed in certain areas of the pitch as indicated.

Clearance (to touch) – ○
Clearance (downfield) – □
Cross – ○
Medium Cross – ○, ○
Low, Hard Cross – ○, ○, ○
Shot – □
Curve Shot – □ then ✕ after the shot.
Fake Shot – □ then ✕ before the shot.



DEFENSIVE MOVES

Player Press – ✕
A standard attempt to get the ball by force. Hold ✕ to block a shot when near to your goal.

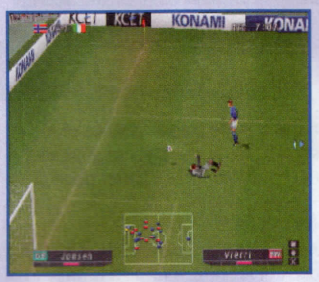
Heavy Press – R1 + ✕
The same as the Press but with a little more venom but can result in fouls.

Sliding Tackle – ○
Only use the sliding tackle when you are sure you can get the ball or in a desperate situation. This move is the most common cause of fouls.

Command Tackle – Hold ○
Holding ○ results in one of your teammates intercepting the ball carrier and making a tackle. Use this to back up your own tackle or to allow you to mark a more dangerous player.

Bring Out Keeper – Hold △
If your defence has been breached then it's wise to call out your keeper to either clear the ball or pick it up. You have to react quickly, if you're too late your keeper can be lobbed. If you don't call him out at all then the striker has a greatly increased chance of scoring.

The FA's decision to legalise leg sweeps proved popular.



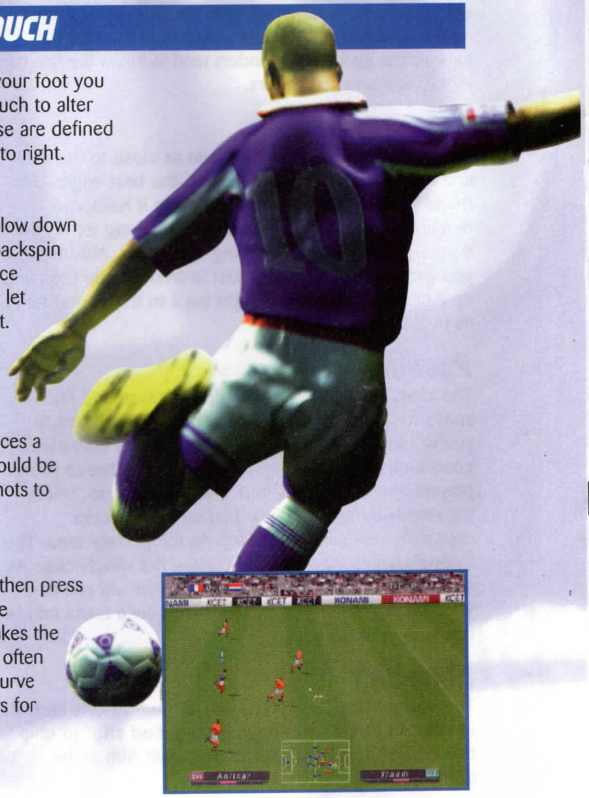
AFTER TOUCH

Once the ball has left your foot you can add a little extra touch to alter its flight. Note that these are defined for a ball travelling left to right.

Backspin – ⇦
This causes the ball to slow down when it bounces. Add backspin when kicking to the space behind the defence and let your strikers run on to it.

Topspin – ⇨
This causes the ball to speed up when it bounces but also produces a dipping effect which should be applied to long range shots to keep them on target.

Curve – ⇧ or ⇩
If you use a curve shot then press the directions to add the required curve. This makes the shot harder to save but often results in bad aiming. Curve can be added to corners for a much better delivery.



SPECIAL MOVES

One touch pass	– ⊗ (before receiving the ball)
One-Two	– L1 + ⊗
Lobbed One-Two	– L1 + ⊙
Lobbed Through Ball	– L1 + △
Tricky Step	– L1, L1
Fake Shot	– ⊙ + ⊗ (area specific)
Lobbed Shot	– L1 + ⊙ or ⊙, ⊙
Step Over	– Hold R1 and press ⊗ as the ball is received.

The players were well impressed with Smisser's ball skills. They also liked the way he played football.

Formations

Rather than just plonking your players on the pitch willy-nilly check out the huge array of formations to see which one suits your team and play style.

4-5-1A
Use this formation if you have decent striker up front. The midfield play an important role in supplying passes to the front man so make sure they're of high enough quality. The B variation is more defensive type.

4-5-1B
Much the same as the A variation but with a lean towards defence. If you find the other version leaves you slightly vulnerable at the back then choose this formation instead.

4-4-2A
A popular formation giving both width and depth to the team but does leave a gap in the centre. Best suited to a good passing team to make the most of the field.
blah blah blah one blah blah blah blah

4-4-2B
A narrow formation which doesn't lend well to wing play. It does have the advantage of a bolstered defensive line but still allows you to feed your strikers easily.

4-3-3A
A good formation for both attacking and defending but does lack punch in the midfield. If you use this formation make sure you have top quality midfielders so you can supply your attackers.

4-3-3B
A more defensive version of the A variation which can leave your strikers stranded. Again, make sure your midfield are up for it or you'll struggle to get out of your half.

3-6-1A
If you have great midfield players then this is the right choice of formation. You'll win lots of ball from goal kicks allowing you to go straight into attack. Be aware that the formation is vulnerable to the counter attack.

3-6-1B
A slightly more even version of the above formation but does leave a gap in the centre. Better suited to wing play than the A version and is less vulnerable to the counter.

3-5-2A
Another formation with a packed midfield although this time you have a two-man attack. The same problem arises with counter attacks especially if your defence get drawn up-field.

3-5-2B
The slight difference in creates one of the best formations available. The two back midfielders play a double role in helping the defensive line to combat counter attacks, and initiate your own attacks.

3-4-3A
A symmetrical formation creating an even defence and attack. As long as you have a team that's good in the air you'll succeed by winning the midfield battle. Watch your wings as there's a lot of space either end.

3-4-3B
A narrow version of the previous formation with more emphasis on using the centre of the pitch. Try to avoid pushing your midfield up too far as this will leave your defence weak.

5-4-1A
A very defensive formation which gives almost no opportunity for scoring. This is best used when defending a lead late in the game or when you don't need to score but it's a risky choice.

5-4-1B
The centre field version of the previous formation. The wings are left spare but you have a better chance of scoring although you should watch your wings as that's the weakness with this formation.

5-3-2A
An even more defensive formation where the team is practically split in two. The only way to feed your strikers to lob the ball high out of defence. Use this formation when you need to defend your lead.

5-3-2B
A version of the above formationwith an extra defensive midfielder. The counter attacking ability is increased slightly but scoring is still difficult with this formation.

STRATEGIES

Kick the ball...at the goal. How difficult can it be? Okay, so it's not as strategic as chess but there's still plenty of team techniques to use to up your scoring chances.

Centre Attack,

This is a great strategy if you use your wingbacks to attack. Head down the wing and your strikers will move to the opposition penalty area ready for the cross.

Right-Side or Left-Side Attack

Use these strategies to take advantage of a defensive weakness or a swift attacker. If you have a team that's good at heading then use this strategy to increase the number of crosses.

Opposite Side Attack

As you attack one side of the pitch, you'll get support on the other. This is useful as you can switch your attack to the other side of the field causing difficulties for the opponent's defence.

Change Sides

Use this when you have two or more strikers and they'll switch sides. This can confuse the defence and pull it out of shape leaving

Centre Back Overlap

With this strategy activated one of your CB's will join in with the attack giving you an extra option. Pass to the CB and he'll free up a striker by drawing a defender.

Area Press

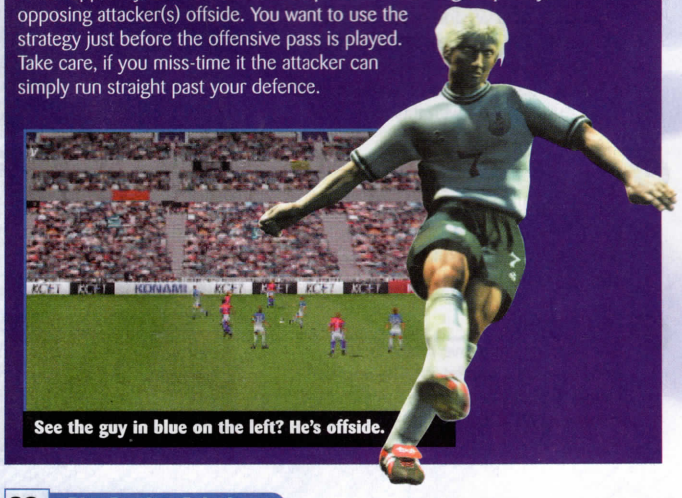
A strategy where your defenders push towards an attacker as a unit. This is a good strategy if the opposition have a dangerous striker but can leave other players unmarked.

Counter Attack

When the oppositions attack breaks down your team rushes forward allow you to immediately attack back. This is best used against a better team as it may be the only way to score.

Offside Trap

When applied your defensive line steps forward leaving (hopefully) the opposing attacker(s) offside. You want to use the strategy just before the offensive pass is played. Take care, if you miss-time it the attacker can simply run straight past your defence.



See the guy in blue on the left? He's offside.

THE TOP TEAMS

Here's a run down of the best teams in the game to help you choose the team for you. We've pointed out the star players plus the team donkey – whatever you do, don't pick him!

BRAZIL

Star Players

Ronnaldo – CF
Deynilson – CF
R. Corlos – LB
Rivaldho – OH

Team Donkey

Assuncao – DH

Team Strategy

The best attacking side in the game only let down by a poor defence. Use plenty of quick, one-touch passes to keep the ball. Use R.Corlos' speed to run out of defence up the wing. When remotely close to goal...shoot! The CF's can score from anywhere. Use the lobbed through ball to send Ronnaldo clear.

FRANCE

Star Players

Hanry – CF
Wiltordu – CF
Dessally – CB
Turame – RB

Team Donkey

Lebauf – CB

Team Strategy

France have a good solid defence with a tough midfield. The team tend to play with a single attacker. The team is built around its ability to defend and keep possession. Play the ball about in midfield and slowly build up an attack. Zidane is very useful for keeping the ball then releasing players with well timed passes. You may want to change formation and bring on another CF.

NETHERLANDS

Star Players

Milazevich – CF
Stoikavich – OH
Miralovich – LB

Team Donkey

V.Himtom – SB

Team Strategy

Home of 'total football', the Dutch produce a well organised and clean performance. The default formation leaves you with only one striker but a fairly packed midfield. Counter attack by passing out of defence and push your midfield forward with ball. Don't bother using crosses, try to wriggle into the penalty area with jinking runs.

GERMANY

Star Players
Beerhof – CF
Molher – OH
Jenckar – CF

Team Donkey
Ramalaw – OH

Team Strategy
The Germans play hard, physical football but they do lack speed around the pitch. The midfield players are strong enough to win the air battle thus command the game and supply the strikers. Utilise your wing-forwards to cross balls in to Beerhof – he's the best striker when it comes to heading. Remember to pass around to make up for the lack of speed in the team. When not in possession hassle the opposition and push them off the using your superior strength.

ENGLAND

Star Players
Owenn – CF
Cambel – CB
Bekham – RH
Skoles – OH

Team Donkey
Macmanan – LH

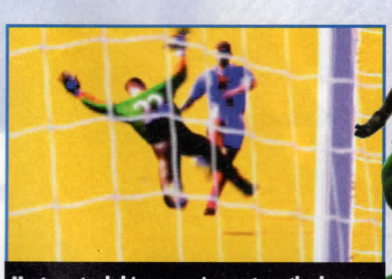
Team Strategy
A well rounded team with some very good players in attack and defence. Use Owenn's pace to get behind the opposition's defence then cross the ball to the strikers. Make sure you have Cambel in central defence and Bekham for free kicks. Use the lobbed through ball to put Owenn clear, also try using the 4-4-2A formation to utilise the wings.

SPAIN

Star Players
Rahul – CF
Da Lapina – OH
Ursaiz – CF
Guordiola – DH

Team Donkey
Mortin – CB

Team Strategy
Spain have a good spread of attack, speed and technique making them a formidable team. The squad contains a number of high quality players but also a few below average players. To make the most of their stats use a passing and running game but try keep the ball on the ground. Spain are defensively weak so your work is cut out trying to avoid letting in goals.



Hartson took his agression out on the keeper.

ITALY

Star Players
Vierri – CF
D.Blagio – OH
Tatti – CF

Team Donkey
De Lavio – OH

Team Strategy
Italy have one of the best defences in the world mixed with a high quality technique on the ball. Use the Italian skill to pass the ball about and keep possession, especially from defence. Take on players and try to draw defenders out of position to let you pass into the danger areas. Play through balls to tear defences apart.

ARGENTINA

Star Players
Batustita – CF
Crespo – CF
C.Laupez – CF
Verron – OH

Team Donkey
Vivasse – SH

Team Strategy
This has to be the most aggresive side in the game. You can run the game from midfield with Verron and Orteyga who have the power to disposess most opposition. Batistuta can shoot from long range with incredible accuracy, or dribble through defenders with ease.

NORWAY

Star Players
Solkiar – CF
T.A.Flow – CF
Rakdal – DH

Team Donkey
Heggam – RB

Team Strategy
One of the most powerful sides in the game with an uncanny ability to keep hold of the ball or regain it. The midfield are very useful in the air winning lots of ball. With Solkiar and T.A.Flow up-front you'll get lots of scoring chances. Both strikers can score from anywhere around the box.

NIGERIA

Star Players
Finedi – RH
Okusha – RH
Amakochi – CF
Ikpeyba – CF

Team Donkey
W.Okpora – DH

Team Strategy
The Nigerians are strong and quick but have average defence and attack abilities. Thread balls through to the strikers , especially in the air, to take advantage of their speed. Their techique is good so passing can be fluid and precise. To make up for the lack of strength at the back use a more defensive formation but try to maintain numbers in midfield.

GAME DATA

PUBLISHER:	3DO	PRICE:	£39.99
DEVELOPER:	3DO	NO OF PLAYERS:	1 or 2 Army Types
		GAME TYPE:	3D Military Combat

ARMY

It's not quite time to throw down your plastic arms just yet, we've still got part two of our extensive Army Men 3D guide to get through! We've sniffed the melting marines, grilled the grunts and we're ready to take you all the way to glory at the end of this ferocious toy story!

CONTROL FREAK

COMPATIBILITY

BEST

SECRET FEATURES	...None!?!
COMPLETION TIME	...2 – 3 Weeks
MEMORY CARD	...One Block.
LEVEL STRUCTURE	...The game is split into a variety of missions basd on three different landscapes

MEN 3D

Part two takes us through the final levels of Army Men 3D. You'll need to show some serious muscle and hustle in these closing critical levels before the big push. We start part two following on from where we left off last month, eight missions complete and ten missions to go...

The tree protesters regreted the day Ali G joined the fray

MISSION 9 MINING CAMP

OBJECTIVE

Locate the second key

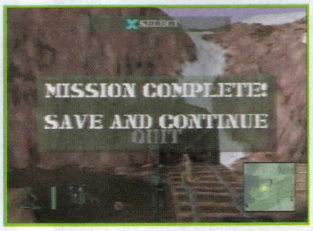
Pick up the grenades here to help you get started. Turn south and run to the large rock area ahead. As you run, a sniper will fire upon you from the left. Kill him and make your way over to the sniper nest (try to stay close to the shoreline). As you go around the corner, you'll see a line of trees concealing a niche in the rocks. Go behind the trees to find another Grenade box. As you go to collect the sniper's auto Rifle, stop to take out the next enemy to the north- east. Head for the wooden fence and check your map/radar to see the enemies ahead. Go forward, staying close to the wall on your right, and fire at the enemies gunning at long distance.

HIGHER GROUND

As you continue north east along the wall, you'll see a large rock platform to the left. Gunners line this high ground and a few more patrol the floor around it. Watch your map inset carefully. Once the coast is clear, run up to the high ground. Take cover below the sandbag wall and use grenades on the enemy Tan nearby.

THE WATER TOWER

Head for the water tower but beware of another flame-thrower unit lurking near its base. As you approach the tower, a small path leads off to the right. Climb up and surprise the Grenadier there (Grab his dropped Grenades). From this perch, rain fire on the two gunners behind the log cabin below. Descend and continue along the wall to the north- east. As the wall turns to the north- west you'll see an area to the right come alive with enemy activity. Two Riflemen and a very aggressive Grenadier pop out to stop you. Snoop around their little cottage in the woods for an Auto Rifle, Medical Kit, and Grenades. Continue along the wall and take out whatever opposition pops up. To the south-west is the well-fortified mouth of the main mine. You can hit both of the outer gunners from this position.



Descend from the sniper's nest and approach the camp with caution. The initial approach should be uneventful. Creep toward the mine and gun down the three or so gunners who remain.

GAIN THE INFORMATION

Next, look behind one of the gunners' nests. You should see a small alcove in the rock and a Grenadier waiting there. Run quickly across this area to get within range of the Grenadier. Finally, turn toward the mine. A Bazooka-wielding guard is your only remaining opposition. Once you're rid of him, grab the information sitting in front of the mine entrance.

MISSION 10
RACE TO THE LAKE

OBJECTIVE

Locate blue spy – find information

You are dropped at the far south - west corner of a long canyon ending at a lake. Head over to the Tan camp beside the lake. Go up the ramp to your right, take out the flame thrower unit and swipe his weapon if you want it. Climb the ramp to the left of the starting point and try to stay near the canyon wall. A bazooka unit opens fire from the east, but you'll find it hard to target him from here. Go forward until you see a Medical Pack. Stop just short of it and turn left to see around the rocky corner. Roll right and fire on the gunner on the high ledge.

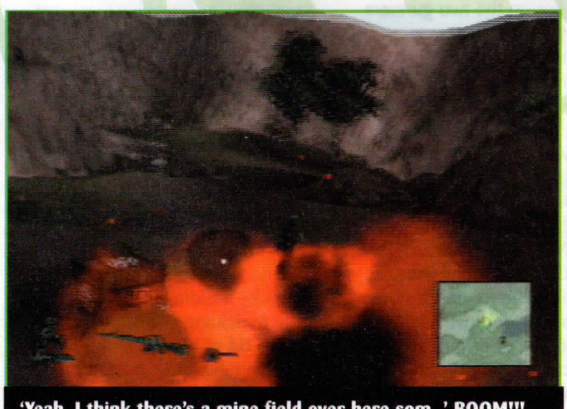
BAZOOKA

Now follow the wall around to the left (north west). Two snipers guard a passageway on the left wall. Kill them and run up the passageway. As you go, collect a bazooka and two Grenades. Return to the opening of this passage. As you leave the passage, take out any Riflemen and head right to take care of the Bazooka unit. Weave through the rocks and take out the Bazooka unit there. Pick up a recon radio and the bazooka if you need it. Follow the right side of the canyon until you see a passage lead off to the right. Venture in carefully and pick off the Bazooka unit.

TAN GANGS

You'll notice another Tan right around the corner to your right. Inch around the wall and take him out with a grenade. Just beyond (north east) the sandbag wall is a dense group of trees. A hidden path leads upward to a Mine Sweeper through the trees..

Now head due west behind the large rock hill. Turn right at the next sandbag wall and head north east along the left-hand wall. Watch for two gunmen who appear ahead. As you continue along the left wall, lob a Grenade around the corner at a Tan dug in behind a sandbag wall. From the sandbag wall, turn east and cross the canyon to the open mouth of the canyon.



'Yeah, I think there's a mine field over here som...' BOOM!!!

SMALLER CANYON CHAOS

Take out the pair of guards at the mouth of the smaller canyon, then take the high ground on the right side of the canyon and target the trio of gunners deep in the canyon hills. Proceed into the canyon, sticking close to the right wall. Kill the gunner that pops up in front of you. Do it quickly as a Flame thrower unit will rush you soon afterward.

As you continue around this side of the canyon, a large side pocket leads to a gated and heavily fortified Tan camp. Avoid this area for now. You want to clear out the rest of the main canyon. Return to the sandbag wall at the mouth of this mini canyon. Fire on the snipers who await your arrival (one moving around on the floor and one on a high bluff). Then rush up to the bluff and collect the box of Grenades. Continue along the left wall. You'll eventually come to a pocket full of weapons. It is littered with Mines. Use the Mine Sweeper to navigate this field and gather up a Medical Pack, Mines, Auto Rifle, Grenades, Bazooka, and Recon Radio. As you return to the canyon, fire at the sniper across the way. Next, resume your trek up the left side of the canyon.

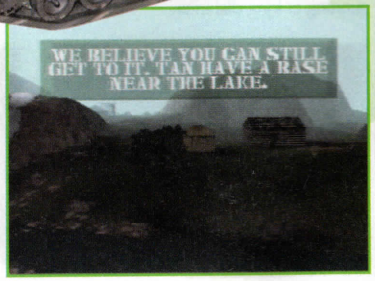
THE HILLS HAVE EYES

Three guards (one a Bazooka unit) wait as you resume your trudge. Melt the three of them and reach the edge of the lake. Walk south east around the lakeshore. Fire on the Bazooka unit crouched behind a large rock. Proceed south east toward the log cabin. Ahead is the gated camp you saw

before. The Blue Spy may be taking refuge in this compound. If he's in there, you have him cornered.

WHACK-A-SPY

Take out any Tans you may see in this area. A Flame thrower unit and Grenadier back up a group of Riflemen. They leave a recon radio, auto rifle, and medical Pack. If he's here, take out the Blue Spy. If he gets by you, chase him down as he flees to his helicopter in the south west corner of the map. He will run for his life. So you should have little trouble gunning him down. If you placed Mines around the southern portion of the map, they may do your work for you. No matter how it happens, grab the Spy's Information, and the level ends.



OPTIONAL INFORMATION

MAN-O-WAR

Know every inch of your armed forces, the different weapons and equipment – you'll soon find your self fighting fit.

RIFLE MAN

The Rifle man is adept with his weapon and is usually highly accurate. Due to lack of rapid firepower it is easy to return fire. Probably the easiest target in the combat field.

GRENADIER

The Grenadier may pause for a while in between attacks allowing for retaliation. But if this guy throws a pineapple of peril your way – watch out! Keep moving to avoid his grenades. If you're doing the throwing, watch your target before committing.

BAZOOKA MAN

Capable of taking you out in one shot. This boom stick boy will blow you way if you sit around admiring your medals. Don't stand around waiting to make his day. Make him commit to the shot, dodge it and let him have it!

MORTAR MAN

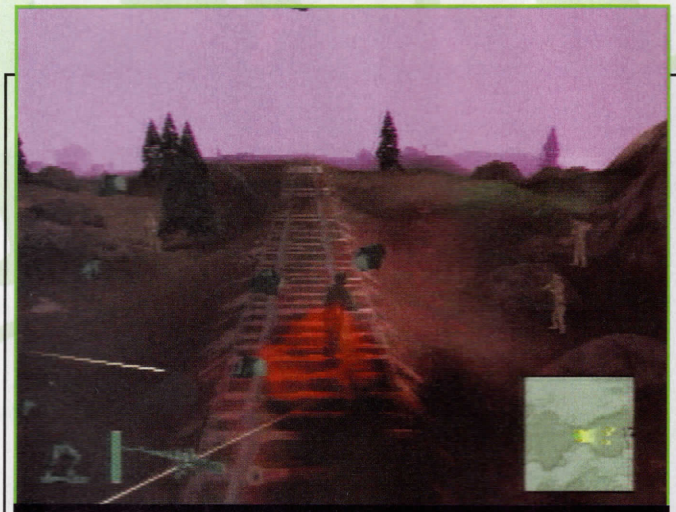
Mortars should be used on stationary targets. If you're on the receiving end it'll usually be long range. Movement makes you a hard target. Mortars are handy for blowing away crowded nests of Tan scumbags!

FLAME THROWER

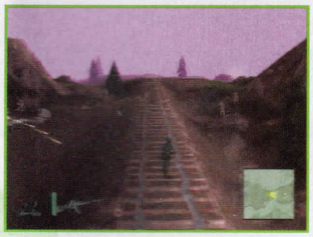
Probably a little impractical in long range battles. Fun though, if you'd like to fry some Tan boys and watch 'em melt into a mess. If you happen to be on the receiving end, try backing off, these flame units have a very limited range.

MINESWEEPER

When you see a minesweeper at work watch your step. Use a minesweeper to neutralise the threat and make a path through a minefield. Minefields are littered with dangerous explosives and must be swept to locate the danger areas.



Train chicken was the sarge's favourite mid battle R + R



MISSION 11 TAN EXPRESS

OBJECTIVE

Destroy tunnel

Move carefully north east along the left canyon wall. A few yards from your starting point, look for a small ramp leading off to the left. You get a Bazooka. A bird's-eye view of a long line of Tan gunners dug in behind a row of sandbags. Pick off the ones in Rifle range.

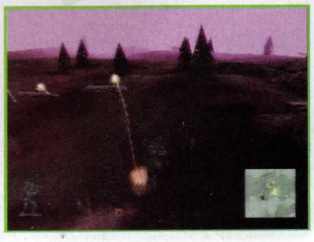
CENTRE OF CANYON

Next, rush up to the large rock between the riflemen and you. Turn south and head for the tall green hill. From here, snipe at any Tans that remain in the centre of this part of the canyon. Notice a cluster of Tans on your map inset just east of your position. Advance slowly along the rock separating you. Hurl a Grenade over the rocks at the first Tan then take out the rest.

MORTAR MAYHEM

Mop up any single units and climb the small ramp they were guarding. On it, get a stash containing a Bazooka, Medical Kit, and Grenades. Climb down the ramp and head straight north across the tracks. Clear out the Tans in the north west corner. Follow the north wall until you see a small alcove on the left. Behind a small line of trees is the level's only box of mortars. Fire off a mortar at the Bazooka unit across the tracks and hit the cluster of gunners below you with a Grenade or two. Wipe up any others with your Rifle. Be quick. Keep heading east along the northern wall. Be sure to pick up the Auto Rifle ammo as you go. If you need it, there's a Medical Kit on the other side of the tracks. Keep heading east along the north wall. Do battle with an array of gunners guarding the tunnel. Head into the tent camp and eliminate the remaining gunners. There's lots of goodies in and around the tent camp. But beware of a Flame thrower unit and a Grenadier that may be behind you.

Proceed to the tunnel. You may have to plug one more sniper on the other side of the tracks. Approach the tunnel, select explosives, and drop them in front of the tunnel. Run for cover and let the bomb explode. When the tunnel is demolished, your mission is complete.



CHEAT TO VICTORY

If you're finding yourself in a pile of plastic for most of the fray, why not turn to the age old habit of cheating. Yup, here for your pleasure are an array of codes you can use to make mini man mashing simple...

ALL WEAPONS

Start a new game, then pause and press ■ ● R1 L1 R1 + R2. You must enter the code within two seconds. NOTE: This code can be tricky, but it does work.

INVINCIBILITY

During the game pause and press ■ ● L1 and then hold L1 and L2 together. You must do this code under 2 seconds.

LEVEL SELECT

Quickly press ■ ● R1 L1 L1 + R1 at the main menu.

MORE DAMAGE IN MULTIPLAYER

When using the flame thrower in two player mode, tap the ✕ button instead of holding it. The flame thrower will then do more damage.

RUN FASTER IN MULTI-PLAYER MODE

Hold ■ + ▲ to chase your opponent quicker.

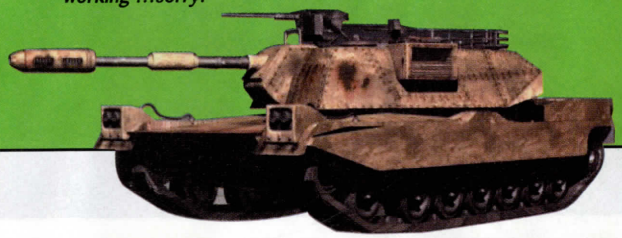
MORE TANKS

Quickly press ● ● R1 R2 at the main menu.

CLEAR MINE FIELDS QUICKLY

When entering a mine field, select your minesweeper. Walk forward a few paces and then hold in the roll button and roll left/right to clear mines. This will save a considerable amount of time.

Disclaimer: 'Yes' we have the cheats, 'yes' they've been tried out and 'yes' they work. But 'no' we can't take the blame if you can't get them all working ...sorry!



VEHICLE CONTROL GUIDE

WHEELS OF STEEL

You'll come across a small array of vehicular weaponry in Army Men 3D. Use them wisely and you'll have those Tan scumbags for breakfast!

JEEP

Your basic MASH GI special comes complete with mounted rotatable machine gun. Use the directional buttons to steer, L2 rotate weapon left, R2 rotate weapon right, R1 for combat cam and ✕ fires the weapon.

HALFTRACK

Carries up to four men with a mounted machine gun. Use the directional buttons to steer, L2 rotate weapon left, R2 rotate weapon right, R1 for combat cam and ✕ fires the weapon.

TANK

Each tank carries a 105mm main gun and has a protective armoured shell. Use the directional buttons to steer, L2 rotate weapon left, R2 rotate weapon right, R1 for combat cam and ✕ fires the weapon. R1 and directional ⇧ to aim up and vice versa to aim down.

CARGO TRUCK

Carries several men in the back but has no on-board weaponry. Only the directional buttons are functional.

MISSION 12: TRAIN STATION

OBJECTIVE

Gain second key

Get moving west from this starting spot. Before you collect the Bazooka, recon Radio, and Grenades, turn south east to fend off a long range sniper. Turn east and destroy the forces on the other side of the river.

Turn south and head along the south east riverbank. Get behind the big rock and rid yourself of the Rifleman and Grenadier across the river. Make for the bridge and dispatch the Bazooka unit that comes to greet you. Grab his dropped Bazooka and the Medical Kit left behind by the Jeep. Quickly fire on the Rifleman who follows the Bazooka.

TANKED UP

If you want to use the tank, you must move quickly. It's located to the east and is under attack. First, run south east along the riverbank. At the end of the river, turn left and climb the hill. Be sure to destroy the Bazooka unit at the crest of the hill. Arm your Bazooka. As you come over the top of the hill, shoot any Tans in sight with your Bazooka. Especially target the lone Tan Bazooka unit who shows up after a couple of seconds.

Kill the Rifleman in the nest next to you in the pass (get his Medical Pack if needed). Then kill the snipers near the tank and the crew left of the log cabin. Hidden around the Tank are a box of Grenades and a Bazooka. Head east along the southern wall. As you exit the Tank area gun down the rifleman who rushes you from the north east.

Immediately turn right to take out a trio of snipers behind a sandbag wall to the north east. Once the north east coast is clear, venture into the camp. You'll have to deal with a grenadier who comes from behind the cabin. Collect any weapons dropped by slain Tan soldiers.

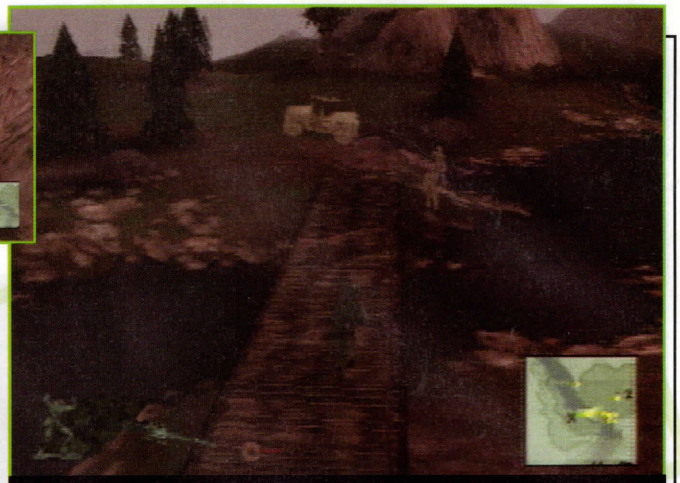
THE SECOND KEY

Take cover next to the cabin and lob a couple of Grenades at the trio of Tans below the water tower. One of them has a flame thrower. One last rifleman backs up this group from the railway tracks to the west. Finally, look to the railway tracks east of the cabin and mutilate the tan Rifleman posted there. Turn to face south east and eliminate a sniper's nest along the southern wall.

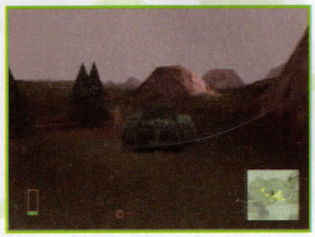
Go into the nest there and up to the wall that separates you from a Bazooka unit and a Grenadier just beyond. Toss Grenades over the wall to take them both out. The Grenadier leaves a box of his weapons behind. If you still have plenty of Bazooka ammo, or even better, your Tank, the way is clear: Blow up the pair of tanks.

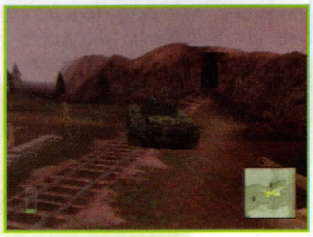
If you are out of or low on explosive ammo, take off as fast as you can to the north east. If you hesitate for a second, the enemy fire will kill you. Head for the north east corner of the map where a box of Mortars and a Bazooka await. Be sure to pulverise the Flame thrower-wielding guard first. Before you face the Tanks, stay close to the northern wall and snipe at the Riflemen in the distance.

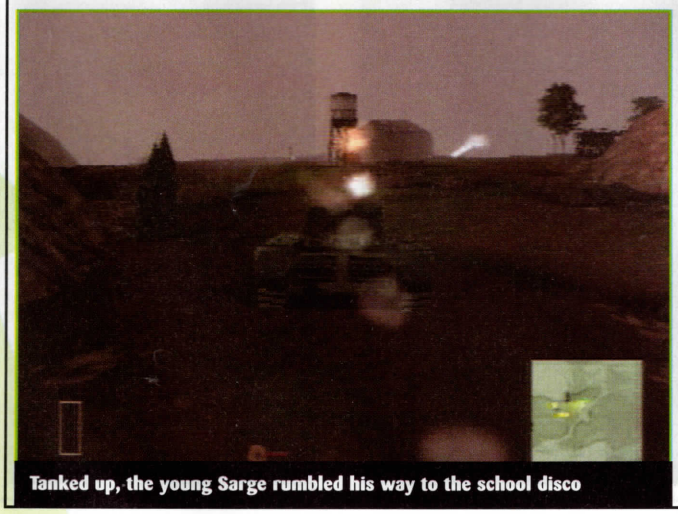
Once they're gone concentrate on facing one tank at a time. The Mortars and Bazooka shells you just collected will take care of both tanks as long as you don't miss. Once the tanks are scrapped, it's time to get the Key. Go to the town and mop up the Grenadier and any remaining Riflemen. Now move back to the stack of boxes north of the train station. Get the Medical Pack and recon radio and fire at the trio of guards covering the Key. Proceed to the gated area north of the station and collect the key.



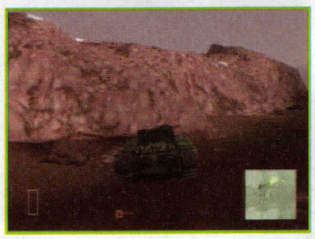
The two tans were about to regret peeing in the river whilst on duty

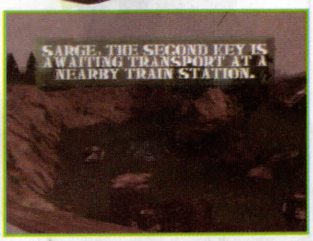






Tanked up, the young Sarge rumbled his way to the school disco





MISSION 13 PRISON BREAK

OBJECTIVE

Save comrades

Head west and take out the sniper on the hill ahead. Drift over to the southern wall, keeping your eyes on the north east. A wall of enemies opens fire from this hill. You can pick them off from just outside their range. Head straight for this hill once it's vacated and gather up a medical kit, auto rifle, and bazooka. Look south from this point to a snow-covered passageway along the southern wall, Rush into this secret gap and collect a medical pack.

DEEP ALCOVES

As the cavern turns north, walk carefully up the middle and follow the dirt road. About halfway up, to the west, throw a grenade into the lap of a gunner in one of the canyon's side pockets. Turn to face north east. Walk slowly forward and take out the Rifleman who guards this deep alcove. This chap gives up a Mortar. One of the mini-alcoves off of this area hides two boxes (Bazooka and Medical Kit) behind a large pine tree.

TANK TRAUMA

Return to the dirt road in the centre of the canyon. Take out the sniper ahead on a small hill. Grab a Medical Pack and an Auto Rifle. Move north west slowly. You'll see the unmistakable shape of a Tan Tank! Stay as far back from the Tank as possible while you can still see it. Fire and roll until the Tank goes up in smoke.

Juggling 16 balls during battle was just a little beyond the young sarge

PERIL AT THE PRISON

Go west through a narrow pass there. Grab the medical pack before you assault the prison. Creep forward until the prison appears clearly ahead. Kill the two gunners to the north (one drops a Grenade). Fire up at the Medium Machine Gun in the tower on the south east corner of the prison. Head north around the east side of the prison. Take out the north east machine gun tower.

Turn to face west and return fire on the guard on the western corner. You might not be able to see him. Fire at the source of the bullets coming at you. Fire up at the north west tower to knock out the final Medium Machine Gun. Enter the prison through the northern gate.

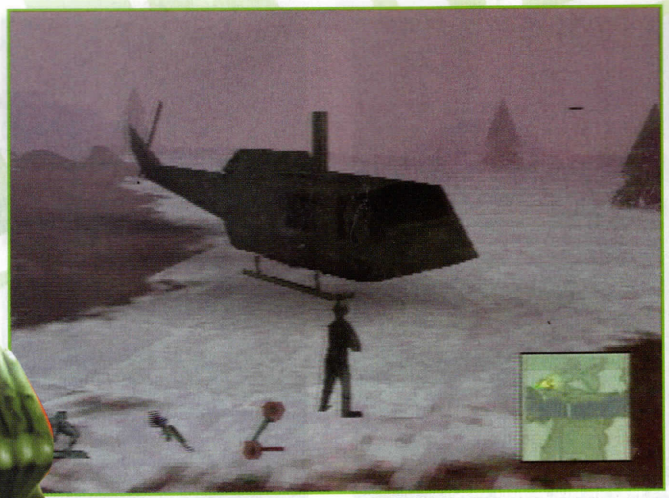
Kill off the guards directly south of you and sprint for the house on the right side of the road. Dive behind the box to pick up the flame thrower and take cover from the fire coming from the east. Hurl a Grenade over the fence to knock out the closest gunner and rush into the compound.

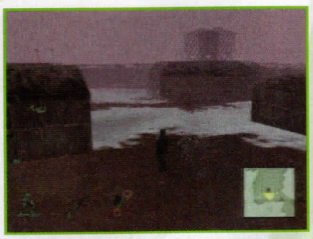
Work your way around the prison compound and take out the large group of Riflemen, Grenadiers, and Bazooka unit. Go to the small, thin building in the north west corner of the compound. Leave a bundle of explosives next to the building and take cover. The surviving prisoners will rush to your side. Leave the prison through the north gate and follow the road north.

EVACUATION

Clear out the area north of the prison of a remaining enemy forces. Then pick up the Bazooka in the north east corner. Go westward and wipe out a grenadier unit and another rifleman. Pick up a recon radio. Head for the bridge and stroll across being aware of the units ahead. Lob a Grenade at the Tan in front of the cabin. Immediately turn east and rush the Grenadier before he can target you.

Walk toward the helicopter but take cover behind a large object. Toss Grenades at the two Riflemen and fire-and-dodge at the Bazooka unit. Lead your squad aboard the chopper, and your mission is complete.

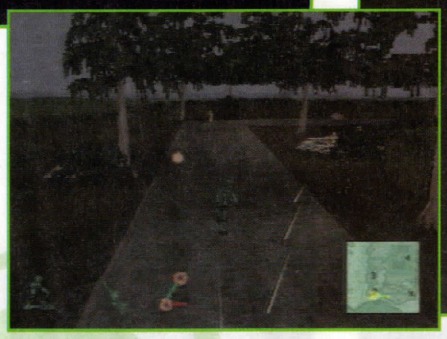




MISSION 14: WEAPONS PLANT

OBJECTIVE:

Clear Tan forces from grey weapon plant



Head south west to the shack left of the road. Root around in the backyard to reveal a Medical Kit. Keep an eye out for movement along the road. A single rifleman strolls out from the greenery to the right of the road. He drops a box of Grenades.

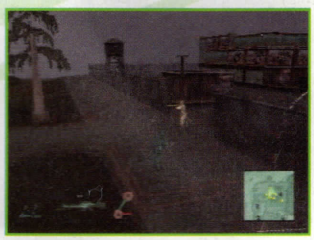
Follow the road until additional tan soldiers come into view in the distance. Wipe out the riflemen on both sides of the road and rush the grenadier behind the sandbag wall to the right. He drops another box of grenades. As you round the corner to turn north, an ambush awaits. You can see them on the map inset (one rifleman is behind the bushes on the left and two more are in the nook to the right). Use grenades to clear their positions while you remain safe around the corner to the south. For your trouble, you get a medical kit and a recon radio.

HOUSE FIRE

As you move north of the crossfire trap, be ready to dodge a bazooka shot on your right. Take cover and extinguish your heavily armed foe in the house ahead. Collect the bazooka carefully. A gunner and a grenadier are waiting to your east, in a break in the reeds. The gunner yields an auto rifle, but don't collect it just yet.

Return to the road to the west. Two Tans (a Gunner and a Grenadier) target you from their position north west of the house. Use the structure as cover to pick them both off. Swipe the Grenadier's pineapples. Turn east and mow down the sniper in the distance behind a sandbag wall. Turn to face north and heave a grenade into the backyard of another house where a Gunner lurks.

Walk around the east of the house. Send a grenade first class to the other Tan hiding behind the smaller house and take his medical kit if you want it. Follow the northern line of vegetation to the east. Stop briefly to fire up at the distant machine gun tower in the north west corner of the plant. Continue east along the northern gate of the plant. Take aim at the sniper's nest just past the north west gun tower. Advance a few steps and destroy any sources of gunfire inside the plant's fence. Take out that north eastern tower.

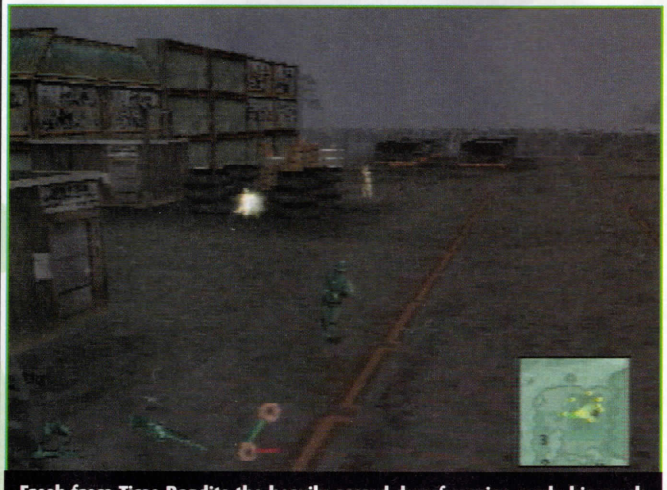


PLANT PERIMETER

Continue south east around the plant, collecting an Auto Rifle and a Medical Kit. Pulverise any Tans inside the fence. Return to the north west tower and head slowly south. Stare down any Tans inside the compound. Numerous Tans leave the compound as you near the front gate. Outgun them and disarm the south west tower. A mortar pack is waiting to your right if you want it.

Continue south until you see an empty sniper's nest to the right. Get the prizes hidden within. Deal with Bazooka Joe who pops out from the south. Grab the Auto Rifle in the nest. At the south west corner of the plant, another ambush sits in a nook in the reeds. Toss a Grenade. In exchange, you get a Bazooka. Follow the remainder of the plant's outer perimeter until you clear out all the Tans within range.

Venture inside the plant grounds, but be wary of the remaining Tans. Since this is a weapons plant, there will be plenty of weapons for you to pick up in return. Rid the map of every last Tan and the mission ends.

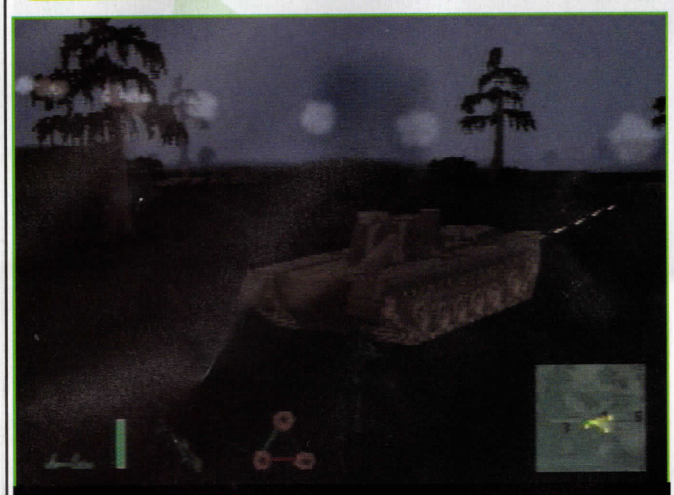


Fresh from Time Bandits the heavily armed dwarf marine made his mark

MISSION 15 COLONEL'S MANSION

OBJECTIVE

Save Colonel from Mansion



The steel skinned, heavily armed, super gunned tank had met it's match

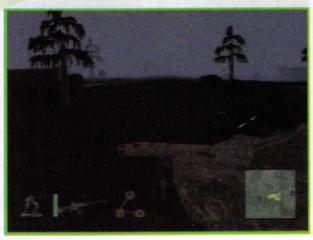
Head south along the road until you see a Tan unit run up to meet you. Dodge his Bazooka fire; then shoot him up and take his weapon. Return to your starting point. Head east from your starting point until you come to the north gate of the mansion. Grab a box of Grenades. Outgun the guard here. Get his Medical Kit.

Approach the north gate. From outside the wall, you should be able to topple the Rifleman (in the shrubs) and flame thrower unit (by the tree) inside. Once they are cleared, enter the compound and collect a Bazooka from the shrubs on the left side of the house. Kill the Gunner lurking in the side yard. Sneak around the house to the side. A grenadier guards another Bazooka box.

TANK RUMBLE

Leave the mansion via the north gate and go to the northern border of the map. Once there, move eastward until the path narrows and you can see the north east corner of the map. Lob a Grenade at the Tan Gunner lurking amidst the Jeep parts and make a break for his nest. Take cover and deal with the Tan in the distance to the south. Grab a Medical Kit before you leave.

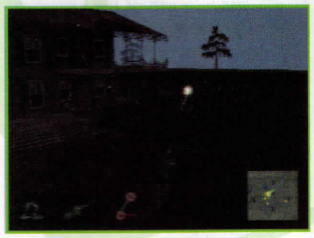
Proceed south along the eastern wall. A tank will appear out of the mist. Keep firing and dodging until destroyed. Pick up the Medical Kit it leaves. Head south to the small camp in the south east corner of the map. Mop up the tan defenders (a rifleman, a grenadier, and a bazooka unit). Then grab the box of Bazooka shells they leave behind.

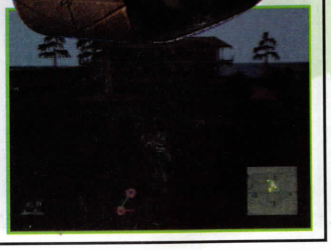


GREY COLONEL

Head west along the southern wall and take out the Gunner waiting behind a rock. As you approach a small cabin in the south, another tank rumbles out of the mist. Be sure that pesky gunner to the north doesn't take you out while you attack the tank. Get the tank's Medical Pack and continue toward the south west corner.

Fall back behind cover and take out the Bazooka unit and Gunners who protect the perimeter of the camp. Finally, kill the Grenadier rooting around the trench. Head back to the mansion to fetch the Colonel. Walk near the house and he'll come out to join you. Walk him to the southern side of the mansion where a half-track awaits. When he boards it, he leaves the third and final Key on the sidewalk. Pick it up to complete the mission.





MISSION 16
BRIDGE BATTLE

OBJECTIVE:
Escort Colonel to safe house

You and the grey Colonel are in great danger right now. The instant you have control of sarge, turn around and run to the far western wall. When you reach it, put the Colonel in 'Defend' mode and turn to face east. A Bazooka unit will fire over that hill from the east at you. Leg it forward and take him out quickly.

Now pick off the sniper standing to the east, next to the road. Pick up the Bazooka and the other goodies (Auto Rifle, Grenades and Medical Kit) near your start point. Once this initial threat has passed, leave the Colonel to defend. Head off in search of weaponry. Follow the western wall to the north east. Plant a Grenade on the sniper's nest near the wall and grab his Mine Sweeper. His Medical Kit might come in handy, too.

STEPS OF WOE

As you step from the nest, another Tan Gunner rushes up to you. Hide behind the large dirt hill and lob a Grenade at him. Get his Auto Rifle. Soon you will come to a minefield warning sign. To the north of the sign, a sniper's nest sits behind the mine field. Whip out the mine sweeper after taking them out and make a line for the now vacant sniper's nest. Pick up a bazooka and medical Kit left there.

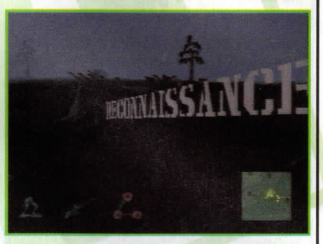
Pull out the mine sweeper again and walk east along the green line. A tan flame thrower unit will run out to meet you. Switch to any other weapon and open fire quickly. When he expires, grab his flame thrower. Arm the mine sweeper and continue east. You will see a fortified supply camp full of Riflemen. Put them to rest with some grenades etc and continue.

Once the coast is clear, proceed into the camp and pick up two Mortars, an Auto Rifle, a Bazooka, and a medical kit. Get out the Mine Sweeper again and walk toward the house. Get the medical kit and exit the mine field. Walk east along the road. Swiss cheese the gunner right of the road and the Grenadier behind the hill to the left. A medical kit and a grenade are your rewards.

BRIDGE OVER TROUBLED SLAUGHTER

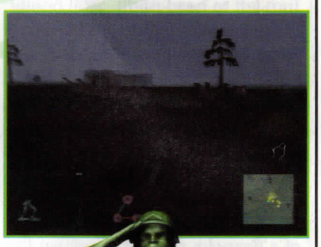
Kill the gunner stationed off to the right of the road. Grab his recon radio if you want it. As you come to the barricade, snipe at the numerous Riflemen behind the sandbag walls. Scoop up any dropped weapons. Eliminate the twin Grenadiers guarding the bridge and pick up their stray weapons and a Medical Kit. Go down to the waterside left of the bridge and pick off the Riflemen on the opposite shore. Stand at the end of the bridge. Get a recon. Tans with bazookas, flame throwers, and tanks are just waiting for you to cross the bridge.

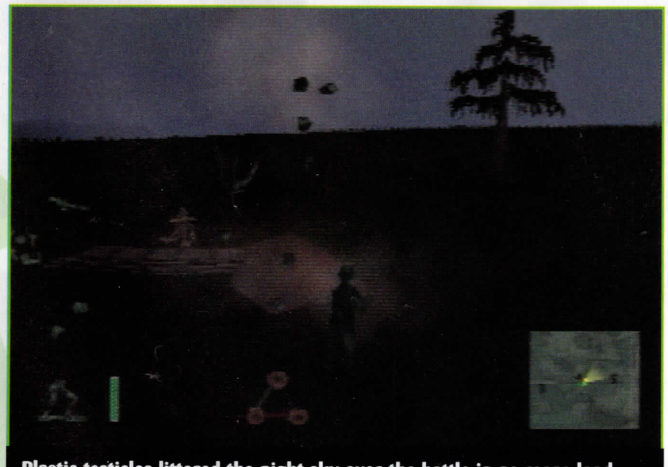
Walk forward to attract the attention of the flame thrower units. When they come forward, send a Bazooka blast down to them. Walk to the shoreline and take on any units who have come forward from the opposite shore. Next, use your mortars to clear the tanks off of the road.



SAFE HOUSE

Cross the bridge and gun down any stragglers. Search for goodies. Continue up the road and perforate the remaining Riflemen. Go back and fetch the Colonel. Cross the bridge and carefully approach the safe house. As you get close, a flame thrower unit pops out to stand in your way. Approach the safe house. The Colonel will run in and your mission is complete.





Plastic testicles littered the night sky over the battle in no-mans land

MISSION 17 BOURBON STREET

OBJECTIVE

Get to the cemetery

As soon as you gain control over sarge, roll away from your current position and be ready to roll again. A Bazooka unit is behind the fence to the north east. Pick him off with your Rifle. Take aim at the Grenadier across the street. Pick up your initial supplies: auto rifle, recon radio, and bazooka.

ROAD RAGE

Turn left to head north. Stop briefly in the Bazooka unit's yard (the opening in the fence is to your right). Hide behind the house with an Auto Rifle, Medical Kit, Grenades, and a Medical Pack. As you leave this yard, another Bazooka unit runs in from the south.

Return to the north bound road. You'll find yourself just out of range of a Bazooka somewhere down the road. Stay out of range until you take care of two rifleman. One Rifleman is up the road and another is alongside the Bazooka. Now take out the Bazooka with a standard roll-and-fire manoeuvre. Before going on, scratch that pesky Rifleman who pops out from around the corner ahead. Creep up to the corner of the buildings and eliminate the Grenadier waiting around it.

ROAD TO HELL

Go behind the sandbag wall to collect a Bazooka and peer around the corner. A Gunner and a flame thrower unit hide around the other side of this house. Two Grenades will do the trick. You'll have to throw them blindly. Pick up the flame thrower. Creep slowly out of the corner where you found the flame thrower. Deal with the Rifleman on the ground first. If you look carefully, another sniper waits on a balcony around the corner. Roll out from your hiding place and get him.

Enter the small, gated area nearby and grab the recon radio. Look carefully into the corner to see a Medical Kit hidden behind a bush. Return to the road and turn east at the mailbox. Stay ready to duel with a Gunner to your north east (left of the road). Collect the Medical Kit and Medical Pack between the balconies on your right. Around the corner ahead, lots of tan and grey soldiers await. Pick them off individually.

Creep down the road until the first shots are fired. Take out the Gunner who races up. Move forward a bit more and toss a grenade to the rifleman amidst the sandbags behind the inactive cannon. Three gunners on balconies are your next obstacles. Using the corner as cover, kill the single soldier on the left side of the street. Roll out from the corner and nab the remaining two snipers. Watch out for a grey bazooka unit, too. Pick up his dropped Bazooka crate and wipe out a final Gunner at the end of the block.

DANGEROUS LIASONS

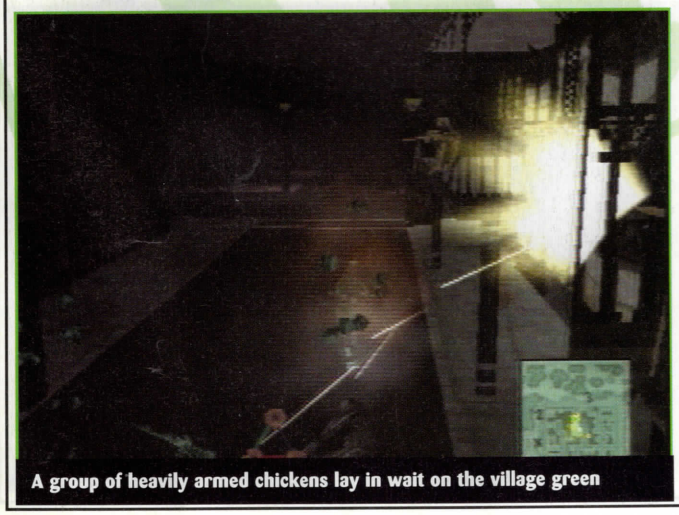
This dangerous block empties onto a town square. Take refuge behind the mailbox at the end of the block and lob Grenades to smash two initial defenders. The instant you set foot in the square, a Grenadier and a Rifleman come out from the left. Pummel both of them, but mind the other sniper firing from the far end of the square. An Auto Rifle sits in the square's south east corner. A Medical Pack waits in the north west corner.

Proceed through the southern exit. Pick up the Bazooka first. Do not run into the intersection ahead; it is one major crossfire trap. First, snipe at all the Tans you can see from your current position. Hug the wall to your right with your back to the chain-link fence. Roll right to get the Gunner around the left corner. Walk to the other side of the street and repeat this process with the final Gunner around the right corner and on the balcony. Be ready to take out the sidekick who runs in (at street level) when he hears gunfire. Take a second to get the Medical Pack in the parking lot across from you.

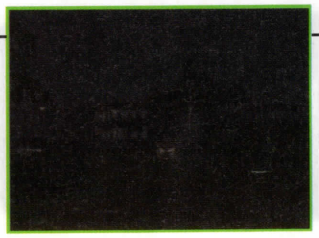
As you turn the corner, rush the Grenadier you find there.

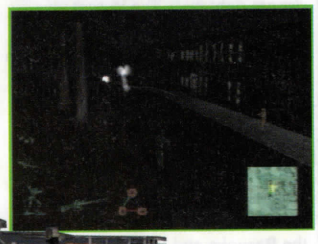
Follow the streets until you come to a wide-open city park. Run to the small house in front of you, snap up a box of Grenades, and notice the Medical Pack. Move carefully around this park. Shoot down any Tan or grey soldiers you meet and pick up their dropped weaponry. Conserve your Bazooka shells. Be ready not only for Riflemen, but also for some grey Bazooka and Grenade units on the eastern end of the park.

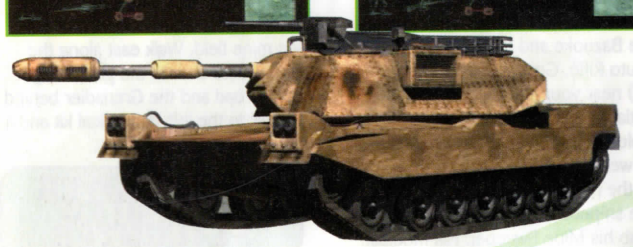
Venture to the south east portion of the park. Be ready to duel with a grey Tank. Use your wits and well-timed rolls to avoid the Tank's blasts. Get in about three blasts of your own, and the mission ends in victory.



A group of heavily armed chickens lay in wait on the village green







MISSION 18
CITY OF THE DEAD

OBJECTIVE

Locate portal

Your final mission begins as you face south outside of the north east wall of the cemetery. Pick up the useful Information at your feet. Head south toward the front gate and snap up the bazooka and recon radio to the left of the gate.

DUCK 'N' COVER

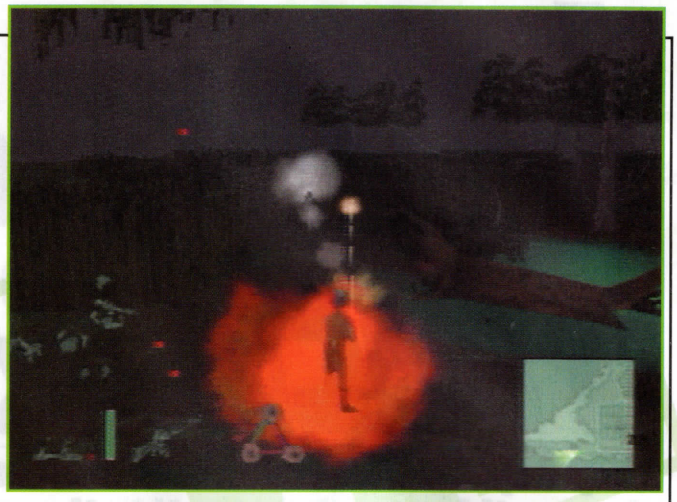
Stay close to the wall and pick off as many of the distant Tan and Grey soldiers as you can. There are about twenty-five enemy units. You have only a limited amount of time. Your enemies sport myriad weapons. This area is heavy with Bazooka, flame thrower- and Grenade-bearing units. Work as quickly as you can.

Note again that fighting will occasionally break out between Grey and Tan forces. Let them duke it out so you have less work to do. Once the coast is clear, go to the south west corner of the cemetery. Sarge will tell you the section of wall here is cracked and looks like it can be shattered with a little explosive help. Head to the north east corner of the cemetery and pick up a box of Mortars (unless you have already stolen some from your dead enemies).

CEMETERY

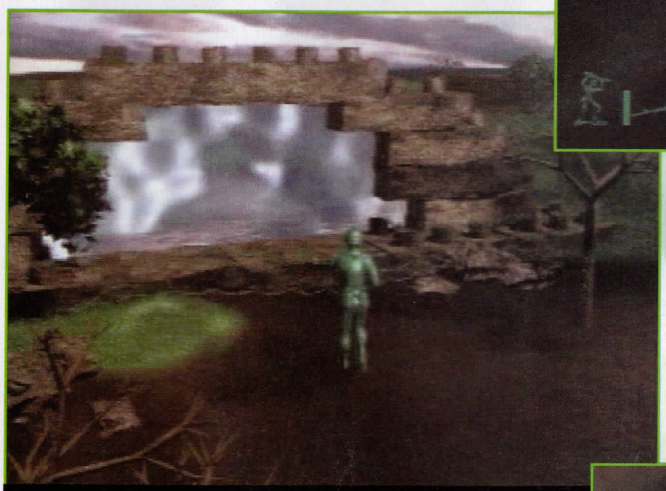
Next, go to the gated area in the middle of the cemetery and turn toward the tall statue. Fire a Mortar at the statue. When it shatters, it leaves behind a box of explosives and the gate to the statue opens. Run in and get the explosives. Run back to the south west corner and leave the explosives by the weak section of the wall. Take cover as it blows open. Enter the maze and move to the left to find a box of Mortars.

Advance carefully through the swamp, it is rife with grey and tan Bazooka units. Roll and fire with your Bazooka, or drop some carefully placed Mortars to clear the way. Grab the Medical Kit dropped by the first Bazooka unit and take aim at the Gunner to the west. As a distant pyramid comes into view, mortar the two Bazooka units peppering you from its base.



MISSION COMPLETE

As you round the pyramid to its right, launch a Bazooka attack of your own at a distant Rifleman. Continue west to approach the portal. A pyramid sits to your left. Climb the ramp to the top of the pyramid. The portal opens and you can now pass through. Your mission and your adventure are over… congratulations!



At last the young Sarge found a mirror to check his face cammo'

GAME DATA

PUBLISHER:	Konami	PRICE:	£34.99
DEVELOPER:	Konami	NO OF PLAYERS:	1 – 4 Athletes (with multitap)
		GAME TYPE:	Button bashing Sports sim

International Track & Field 2

They say the simplest ideas are the best and this game does nothing to disprove this theory. With only three buttons how can this be at all complicated? Well – skill, timing and judgement are the key ingredients to this gaming cake, so read on and we'll show you the recipe!

CONTROL FREAK

COMPATIBILITY

BEST ☐ ☐ ☑ ☐

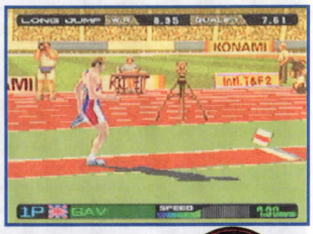
SECRET FEATURES...Super Hero characters, bikini-clad swimmers and moles, plus more to be found.

COMPLETION TIME...You'll play forever...probably.

MEMORY CARD...One Block for records

LEVEL STRUCTURE...The game is plit into 12 different events

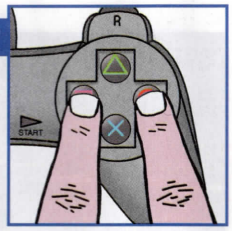
This guide teaches you the little tricks needed to get the most out of your performance plus we show you how to get the funny little secret bits as well.



ON YOUR MARKS

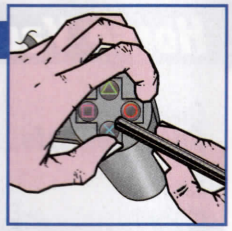
Before you pull on your Lycra shorts you have to learn the basics of button bashing. There are two methods you can choose from, you'll find only one suits you (sir).

The Spasm



This is the traditional method, and some say the 'proper' method. You lay the pad on a table or flat surface and use your two index fingers to bash the run buttons. In order to get plenty of power you need to cause your fingers to spasm, i.e. twitch very quickly. Not everybody has the ability to do this.

The Pen Thrash



The amateur's method that requires no skill but plenty of effort – the result is very high power (and a wrecked pad). This method is suitable to all and sundry. Set yourself up as shown in the diagram and thrash the pen back and forth at an insane rate.

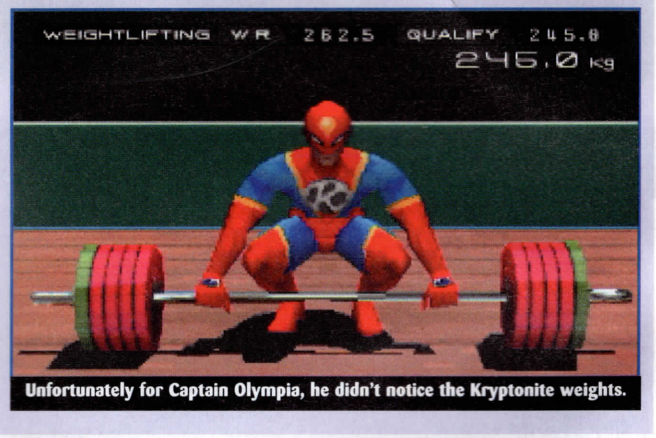
SECRET CHARACTERS

Bikini Clad Swimmers

Highlight an event and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ⊙, ⊗ and your swimmer will be wearing a bikini. You can use this with the following events – 50m Freestyle and Springboard.

Super Heroes

Highlight an event and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ⊙, ⊗ to turn your athlete into a super hero. You can use this with the following events – 100m, Long Jump, Pole Vault, Hammer Throw, Javelin Throw, Weight Lifting, Horse Vault, 1km Time Trial, Sprint and Canoeing. The super heroes don't have extra abilities but do fly around the stadium if you get a world record.



Unfortunately for Captain Olympia, he didn't notice the Kryptonite weights.

The Events

100m

Qualifying Requirements

Easy	– 12.24sec
Medium	– 11.26sec
Hard	– 10.28sec
Solutions Record	– 7.90sec
Difficulty Rating	–

The final of the backwards sprint race was a photo finish.

Strategy

Getting a good start is essential, if you don't possess great reflexes then try to anticipate the starting gun. Once up and running just go for it! Press the action button when you near the line to dip, this can snatch a close race.

Long Jump

Qualifying Requirements

Easy	– 6.71
Medium	– 7.61m
Hard	– 8.50m
Solutions Record	– 10.25m
Difficulty Rating	–

Secret

A mole appears if your distance has all three digits the same e.g. 6.66m, 7.77m etc.

Strategy

Your first priority is to get plenty of speed during the run-up, but don't hit the buttons until your athlete starts to run, as you'll waste your 'tapping' energy. As you approach the board the angle meter appears, at this point you can stop tapping the run buttons. You have to press the action button just as your athlete's foot reaches the line, hold the button until the angle reaches 45° then release. Press the action button again as your athlete lands to prevent him falling backwards.

Winner of the Bad Freddie Mercury Impersonator Championships 2000

Javelin Throw

Qualifying Requirements

Easy	– 73.86m
Medium	– 83.71m
Hard	– 93.56m
Solutions Record	– 101.47m
Difficulty Rating	–

Strategy

Very similar to the long jump in terms of what you have to do. Concentrate on getting maximum power to start with, stop tapping when the angle meter appears, as your power will remain constant. You have to press and hold the action button to raise the angle but don't do it straight away, delay slightly so that when you release the angle button you're closer to the foul line. Release the action button when the angle reaches 45°.

Underarm shaving had become standard practice for the GBR team

50m Freestyle

Qualifying Requirements

Easy	– 30.64sec
Medium	– 28.19sec
Hard	– 26.74sec
Solutions Record	– 22.48sec
Difficulty Rating	–

Strategy

A very simple event much akin to the 100m dash. Once the buzzer sounds tap the run buttons quickly. Since the race is quite long you may need to pace yourself.

No piddling in the shallow end

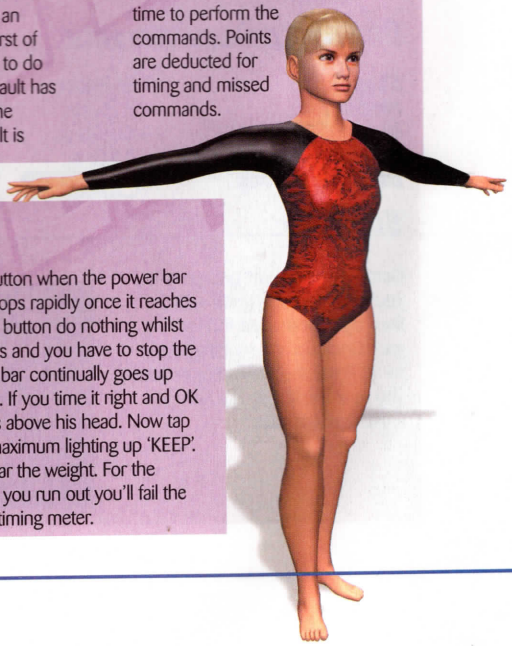
Horse Vault

Qualifying Requirements

Easy	– 7.250PTS
Medium	– 8.250PTS
Hard	– 9.200PTS
Solutions Record	– 9.780PTS
Difficulty Rating	–

Strategy

This is by far the hardest event of the lot. You have two attempts with your final score calculated as an average of your two vaults. First of all choose the vault you want to do (note that a higher difficulty vault has a longer command string). The maximum score for each vault is shown in the Difficulty column. The vault starts with a run-up, you have to press a button when the red arrow reaches each of the JUMP indicators to launch into the air. Next you have to input the command string whilst still in the air to perform the trick. The most important part of the vault is the timing of the two JUMPS, get it wrong and you'll have no chance. Timing the two JUMPS with either GOOD or PERFECT means you have much longer in the air and therefore more time to perform the commands. Points are deducted for timing and missed commands.



Springboard

Qualifying Requirements

Easy	– 150PTS
Medium	– 200PTS
Hard	– 250PTS
Solutions Record	– 347.45PTS
Difficulty Rating	–

Strategy

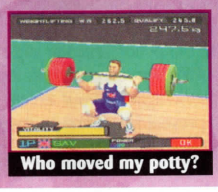
You must first choose the type of dive you want to perform. The choices are graded in difficulty – A being the easiest to D which is the hardest. If you choose a more difficult trick then the timing meter travels quicker and you get less time for rotations but you do get a higher difficulty multiplier. Once you've chosen your trick your timing meter appears, try to stop the yellow bar as close to maximum as possible to get the best timing making the trick easier to do. Next your diver will approach the end of the board and a RUSH meter appears. Tap the run buttons rapidly to get as many rotations as you possibly can, and stop when the diver proceeds jumping. Whilst in the air, the arrow on the RUSH meter spins and starts to slow down. Press the jump button when the arrow points either straight down or straight up, to line up your entry into the water. It's best to wait until the arrow is moving slowly to make timing easier. The landing is the most important part of the dive.

The bushes took 2nd and 3rd.

Weightlifting

Qualifying Requirements

Easy	– 225.0KG
Medium	– 245.0KG
Hard	– 260.0KG
Solutions Record	– 290KG
Difficulty Rating	–



Who moved my potty?

Strategy

Tap the run buttons and press the action button when the power bar reaches 'OK', be quick as the power bar drops rapidly once it reaches maximum. Once you've pressed the action button do nothing whilst the bar is lifted. Next a timing meter appears and you have to stop the bar when 'OK' lights up, don't panic as the bar continually goes up and down until you press the action button. If you time it right and OK remains lit up your athlete jerks the weights above his head. Now tap the run buttons to keep the power bar at maximum lighting up 'KEEP'. Do this until all three FIN lights are lit to clear the weight. For the heavier weights watch your vitality meter, if you run out you'll fail the lift. Also you need to get maximum on the timing meter.

Pole Vault

Qualifying Requirements

Easy	– 4.60m
Medium	– 5.20m
Hard	– 5.80m
Solutions Record	– 6.80m
Difficulty Rating	–

Hands up who wants a go on the bouncy castle!

Strategy

The run-up is the exactly the same as for the long jump so remember not to start tapping until the athlete begins his run. Your athlete will place the pole automatically, all you have to worry about is the tension meter that appears on the left. Press and hold the action button to stop the tension bar as close to the top as possible. Release the action button when your athlete rises above the bar to flip him over.

Hammer Throw

You can't touch this! Hammer Time!

Qualifying Requirements

Easy	– 57.03m
Medium	– 68.73m
Hard	– 79.40m
Solutions Record	– 83.08m
Difficulty Rating	–

Secret

Balloons appear if the metres and centimetres match e.g. 31.31m, 54.54m etc.

Strategy

Tap the run buttons to start your thrower spinning. Speed up as the thrower enters the second full rotation and aim for maximum power on the third. During the third rotation press and hold the jump button just before the thrower faces you. Release the button when the angle reaches 45° and your thrower should be facing up the field. Note that the angle meter moves very quickly. If you feel brave try throwing on the fourth rotation, but the angle meter moves even quicker so you have to press the jump button later. The advantage is that if the throw is not fouled it will go much further.

Sprint

Qualifying Requirements

Easy	– Have a win.
Medium	– Have a win.
Hard	– Have a win.
Solutions Record	– N/A
Difficulty Rating	–

Gav tested the invisble handle bars.

Strategy

Contrary to what you may perceive, the sprint isn't an all out race to the finish. This event requires some carefully though out tactics. When the race starts go as slowly as you can, don't just zoom off as your opponent will catch you up and beat you to the line. Instead, try to get up to the top of the track whilst remaining close to your opponent. You should wait for either the first of last corner of the second lap before steaming down the track and going for it. Alternatively wait for your opponent to sprint off then catch them up and take them on the line.

Canoeing

A...ca-noe...noe, noe, push pineapple, shake the tree...

Qualifying Requirements

Easy	– 1'50"000
Medium	– 1'40"000
Hard	– 1'30"000
Solutions Record	– 1'23"625
Difficulty Rating	–

Strategy

Canoeing is all about timing so there's no frantic tapping invloved. At the bottom of the screen you'll see your timing meter. When the race starts a brown bar moves from left to right up the meter, you have to press the highlighted paddle button to stop the brown bar in the blue section of the meter. Each time you do this the blue section gets smaller and you go faster. Eventually you'll find yourself having to stop the brown bar at the very end of the meter. Keep your timing precise and you should sail over the line in first place every time.

1Km Time Trial

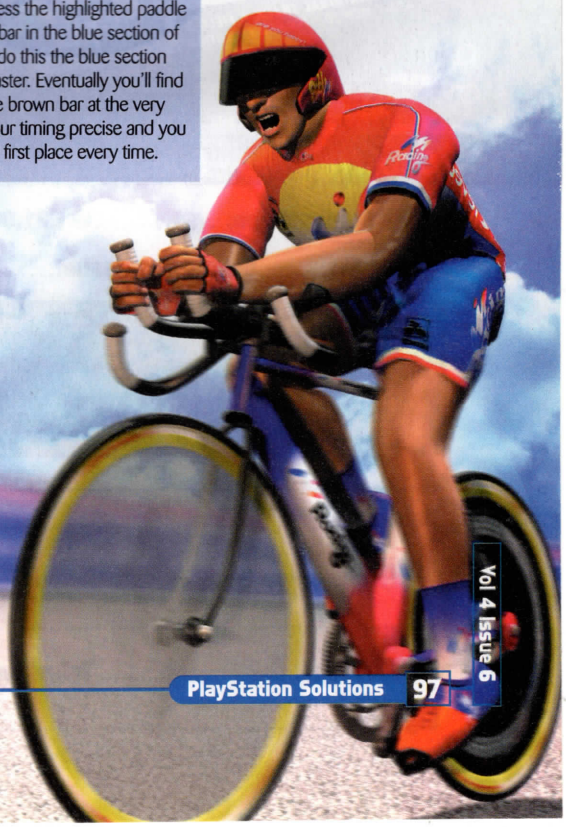
Look mum, I can ride one handed.

Qualifying Requirements

Easy	– 1'15"766
Medium	– 1'09"705
Hard	– 1'03"644
Solutions Record	– 0'59"435
Difficulty Rating	–

Strategy

This event is basically a marathon slog that really tests your stamina. There's no real strategy other than to pace yourself gradually getting faster as you go through the race. A good way to cheat (something we don't subscribe to!) is to tap the run buttons like crazy then when you get tired, pause the game and have a rest. Unpause, then go for it again! Not entirely fair is it?



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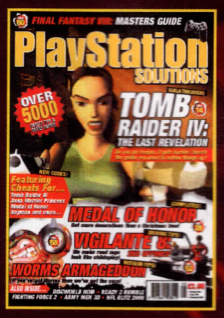

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[issue 4-6]

A2Z

Cheats and Tips

Welcome to the A2Z section. 22 pages of adventure, intrigue and deception. The plot isn't of the highest standard, but we still recommend reading on to find out how this bad boy winds up!

2 EXTREME

Ramp Tricks

Try these combo's on the ramps...

Skate Board △○×□ Snow Board ○□×△

Roller Blade ×□○△ Mountain Bike ○×△□

3D LEMMINGS

Level Passwords

Fun Level	Tricky Level	Taxing Level
LEWISIAN	CABOCEER	CHORIAMB
BLIMBLING	GEROPIGA	GARGANEY
FANAGALO	BONETEBOK	KAOLIANG
DRICKSIE	EMPYREAL	MAROCAIN
KURTOSIS	LANGLAUF	OBTEMBER
GREGATIM	NANNYGAI	TASTEVIN
WALLAROO	SARATOGA	VELLOZIA
AVENTAIL	QUINTAIN	BORACHIO
GAZOGENE	MUSQUASH	JACKAROO
JINGBANG	ZOMBORUK	COOLAMON
DIALLAGE	SKILING	BANAUSIC
BUNODONT	WOBEGONE	FABURDEN
NAINSOOK	BINDIEYE	RECKLING
YAKIMONA	FRAXINUS	MIRLITON
FUMITORY	LINDWORM	OPAPANAX
CINGULUM	CURLICUE	BIMBASHI
BESLAVER	HANEPOOR	CAATINGA
ANABLEPS	IDEMQUOD	PENSTOCK
QUINCUNX	BLANDISH	SPRINGAL
TARLATAN	MALAGASY	BARIRUSA

Animations

Enter these codes on the password screen...

SPACEAAA EGYPTAAA

ARMYAAA MAZEAAA

Level Select LAMPWICK

ACTUA ICE HOCKEY

Extra teams

On the main menu hold □△○ until you hear a sound. Check out the teams to find the Gremlin All Stars and Sheffield Steelers.

ACTUA SOCCER 2

Enter the following cheats from the main menu screen

←→□○↑↓□○	Gremlin 11
←←□→→○↑↓	Superfurry animals
□□←←→→○○	Ghost ball
←→←↑←→□□	Beach ball
○↓↓□↑↑←→	Dwarves
↑↓↓→□□○○	Giants
←←←○→→→□	Floodlight failure
□○↓○↑→□←	Invisible players
↑↓↑□○↑↓↑	B&W/colour TV

Bonus teams

Enter 'PREM CLUBS' at the team creation screen to unlock 24 more teams.

Joke teams

Enter 'TFF TEAMS' at the team creation screen to unlock 24 funny teams.

ACTUA SOCCER 3

Select a custom team from the Editor option and enter the team name as one of the following. That team then appears in the AS3 section.

Premiership Classics...

Code	Team
SIR MATT	Busby's Babes
SHEAR CLASS	Argentinian
FOREIGN LEGION	Blackburn 94-95 Belgian
SCOUSE PERMS	Chelsea 44-99 Brazilian
BREMNERS BOOTS	Liverpool 77-99 English Div 1
TEA TOTAL	Leeds 44-99 English Div 2
RAM RAIDERS	Arsenal 70-90 English Div 3
WRIGHT BUY	Derby 44-99 English Div 4
FRUIT N VEG	West Ham 44-99 French
BIT OF CLARET	Leicester 44-99 German
DOWN THE TOON	Villa 44-99 Dutch
FASH THE CASH	Newcastle 44-99 Italy 1
DELL BOYS	Dons 44-99 Italy 2
LADY GODIVA	Soton 44-99 Portuguese
EMMERSONS	Coventry 44-99 Scottish
BARMY ARMY	Boro 44-99 Spanish
MEN IN TIGHTS	Wednesday 44-99 USA
DUCNDISORDER	Forest 44-99 Euro Club 1
DIAMOND LIGHTS	Everton 44-99 Euro Club 2
VALLEY BOYS	Spurs 44-99 World League
BALD FRITZ	Charlton 44-99 World Trophy 1
EGG CHASERS	Ipswich 44-99 World Trophy 2
RULE BRITTANIA	Wigan 78-98 Int Div 1
SEXY FOOTBALL	5 Nations Int Div 2
	Shearer XXX Int Div 3

True Football Fans...

Code	Team
I MADE THIS	FC Gremlin Int Div 4
METAL HEADS	Cyborg Rovers
GRIM REAPER	Default KO Cup 64
OZONE LAYER	Skellington Utd Default KO Cup 32
IMPOSSIBILITY	Greenhouse Test Default KO Cup 16
SINK OR SWIM	Madness Friday Default KO Cup 8
LEE THE PIG	Ledbury FC Default KO Cup 4
FLAGSTONING	Heavenly HTFC Default Mini 64
SHUT IT	Fighting Forth Default Mini 32
SHADWELL TOWN	Duds Spuds Default Mini 16
CANDY MAN	The Hardmen Default Mini 8
WIDE BOYS	Dicks Pick n Mix Default Mini 4
DOUBLE TROUBLE	Gremlin Staff 1 All 5 KO Cups
CPU SPUD	Gremlin Staff 2 All 5 Mini Leagues
CHIP BUTTY	Pattis Shandi Men International Leagues
SPIT N SPIN	Virtual Babes All English
YES PLEASE	Actua Soccer Web Both European
NO THANKS	Top 50 Babes 1 Both World Trophy
SHAME	Top 50 Babes 2 Argentine & Brazilian
LONDON GIRLS	Doncaster Rovers USA & World Club
BINMAN	Arsenal Ladies Italian 1&2
TFF HOBBY	Food Group Spanish & Portuguese
NICE GEM	Boat Racers German & Dutch
LETS NOT PLAY	Rushden Belgian & French
	Bore Crust English 1st & Scottish

Graphic Cheats

CUTOUTS	Grey Scale
GANGSTAARS	Parappa
TOP HATS	Big Heads
FUN INT SUN	Beach Ball
CHICKENS	Headless
DOWN HERE	Dwarves
BIG DADDIES	Giants
CALM DOWN	Scousers

Quick Cheats

PREM CLUBS	All Premiership teams
TFF TEAMS	All other teams

ADIDAS POWER SOCCER

Female Commentary

Go to the in-game options screen during an Arcade match. Select the Audio option, highlight Commentary and press ○ and ○ together. If the cheat has worked, you'll have the choice of French, German or British girls to comment.

Dream Team

At the Player Select screen, press L2 R2 ○ and × simultaneously. Do this several times and 'Dream Team' will become the name of your team.

ADIDAS POWER SOCCER '98

On the main screen, hold L1+L2+R1+L2 to bring up cheat entry screen.

Then enter...

□○○×△×□○	Big heads
×△×□○○×△	Hidden teams
○□△○×△△□	Display credits
□○□△△○××	Extra stadium
×△△○×□○△	Win match cheat

AGILE WARRIOR

Pause the game and enter the following:

Invincibility

←□○○○△△△○↓×△△△□

Max fuel and armour

←□○○○↑△△△→○↓×△△△○

Max weapons

←□○○○↑△△△→○↓× then R1x4, L1x4, R2x4 and L2x4

B1 Airstrike

←□○○○↑△△△→○↓ then ×x6,

Mesh fog editor

←□○○○↑△△△→○↓↓↓△△△

Overhead map translucency

←□○○○↑△△△→○↓×○○○○○

Mission complete

←□○○○↑△△△→○↓×△△△↓↓↓

New camera angles

←□○○○↑△△△→○↓×↑↓←→

Dirty dancer

←□○○○↑△△△→○↓×↓×↓×↓×↓×↓×

(The next mission briefing will have a blonde girl dancing)

All missions available

←□○○○↑△△△→○↓×△△△↑↑↑

Enable ground crash

←□○○○↑△△△→○↓×□×□

Figures on display

←□○○○↑△△△→○↓× L1 + R2

All missions complete

←□○○○↑△△△→○↓×

SELECT ××× SELECT △△△ SELECT ××

AKUJI THE HEARTLESS

Pause the game, hold L2 or R2 and press...

Debug mode

←↑↑△→○←△↑↓→→

Invincibility

→→←△×↑○←

Infinite Spirit Spells

←△←←○←△→○↑↑↓

AIR COMBAT

Extra Game

When the game is loading, hold R2 and ○ buttons. When CDs start flying around the screen, press ↑←↓→→ . When the game loads next time, there will be an extra game.

Plain Planes

As above, but while still holding R1 and ○ press ↑↓←→↑↓←→ then release R1 and ○ and press R1 again. This will give you a differently coloured plane to fly with.

Play With All The Planes

Complete the game and watch the credits. In the upper right corner of the title screen you will see 'EXTRA 010'. An extra ten planes are available to choose from.

AIR COMBAT 2

Music Player

Complete the game with a rank higher than First Lieutenant and a music player mode appears in the options menu. Use L1 or L2 to skip forward, R1 or R2 to skip back, ○ to select track, SELECT to

toggle screen and ⊗ to end.

Change Mission Map Viewpoint:
On the mission selection screen place the cursor over 'MISSION' and hit the SELECT button for three different viewing angles.

ADVENTURES OF LOMAX THE LEMMING

Level Skip
During the game press
↑START↓(hold), L1(hold) △⊗○□. To skip level, press & hold ↑L1 SELECT+START
Helicopter Mode
Activate the Level Skip cheat, select the chopper then press L1 and ○ to fly around the levels.

ALIEN TRILOGY

Ultimate cheat
Type "1g0tp1nk8c1db00ts0n" for unlimited health, ammo and all weapons.
End Sequence
QZBPSBBYRCPBZXBBBVBMNBBMBVW49DLK

ANDRETTI RACING

Car editor
While racing, pause the game. Move the cursor to 'Race statistics'. Press and hold R1+R2+⊗+○+SELECT to bring up the car editor menu.
Different coloured cars
Start a new race and select the 'Begin' career option. At the register screen, enter…
'Go Bears!' For stock cars.
'Go Bruins!' For formula one cars.

APE ESCAPE

Collect more explosive bullets
Pause game play and press R2, ⇩, L2, ⇧, ⇨, ⇩, ⇨, ⇦ to obtain up to 99 explosive bullets.
Rear-view in Skiing Mini-game
Press L1 or R1 to get a rear-view mirror during the skiing mini-game.
Secret tunnel in Dark Ruins
Locate the stop sign in the second stage of the Dark Ruins level. Simply move it out of the way to find a secret tunnel.

APOCALYPSE

Pause the game, hold L1 then press…
Level select – △↑⊗↓ (Then exit the game).
Infinite lives – △○⊗□
All weapons – □○↑↓⊗□
Refill health – □⊗△○

AREA 51

Control Boss: Go to the first level of the game and shoot the first three STAAR members only. The game should restart and you'll be in control of the boss.
Shotgun cheat
At the pause screen press △□△← R1.

ARMOURED CORE

Pilot view
Pause the game then press ○△+START then unpause the game.
Fixed camera
Pause the game then press ○⊗+START then unpause the game.
Background change
On the design emblem screen, press L1+R1+SELECT after you've made a design. The emblem will appear as the background.
Losing bonus
If you lose the game by a debt of more than 50,000 Choam, there'll be a short FMV sequence and the game will restart. The new mech you are given will have bonus items to make up for your lack of ability.

ASSAULT

Enter these codes quickly at the 'Press Start' screen. Correct entry will be confirmed by a message at the top of the screen. Re-entering the codes will turn them off.
Big Head Players – □○○□⇧□○○□△
Big Head Aliens – □○○□⇧□○○□⊗
Flat Characters – ⇧⇧⇩⇩⇦⇨⇦⇨⊗○
Greyscale Graphics – ⊗⊗△△□□○○⇧⇩
Speed Run – ⊗□△○⊗□△○L2 R2
(press ○ when playing)

ASSAULT RIGS

Invincibility
During the game press
⊗←⊗←←⊗→⊗→⊗⊗ **All Powered Up**
During the game press
←→→↑↓↑↓↑↓↓
Passwords
Use these passwords to get to any level.

Welcome	○○○○○○	Nextgen	□⊗□⊗△□
This Way	△□□○○△	Joy Joy	△□△△○△
Noddy	□△△△⊗△	Wastelands	△□○○⊗□
Vertigo	⊗□□□○△	Gem Tower	△□⊗□△△
Bridge	□△□⊗△⊗	Obliterate	△△○□⊗□
Arena	△△⊗△○□	PBM	○□△△△○
Ramps	△□○⊗△□	Oasis	△△⊗□□⊗
Halls	○⊗△△△△	Coaster	○□○○○□
Mine	△△△○△□	Look Up	□○□⊗□△
Deadline	⊗⊗□⊗△○	Fort	⊗□⊗△△□
Stairway	△□△○□△	Park A Lot	□□△○□△
Zamcam	○⊗⊗⊗⊗△	Shoot Me	△□□△△△
Wild	△○△△○□	Oil Rig	□○○⊗○⊗
Right Way	⊗○□△△□	Waste Two	□○□○□□
Dodge	△□○⊗○○	Air	□○⊗○⊗△
Jump	○□○□△○△	Room 101	△□⊗○□△
Firepower	⊗⊗△⊗⊗□	Wave	⊗○□○○□
Push Off	○△⊗△⊗△	Perimeter	⊗△△⊗⊗□
Spiral	⊗⊗△△⊗△	The Castle	□△□△□⊗
Fortress	□⊗△⊗⊗△	Lifts Ahoy	△⊗△○□⊗
Push Me	⊗⊗□□△□		

ASTEROIDS

Cheat mode
When 'Press Start' appears , hold SELECT and press □△○△△□○. While playing press START+SELECT to display a cheat menu. Press L1 to resume the game.
Excalibur ship
When 'Press Start' appears at the title screen, hold Select and press △○○△□○□.
Classic Asteroids mini-game
When 'Press Start' appears at the title screen, hold Select and press ○○○△□□□○.

AUTO DESTRUCT

Cheats menu
Pause the game and press
↑↓←→↓→ L1 R1 R1
Activate the cheat menu then pause the game to input the following…

Blood mode	– L1↓R1←L1→R1
Immortal	– →R1↑L1↑→R1↓L1
Angels	– ↑R1↓L1↑←R1→L1
Swarmers x5	– ↑↓↑←→R1 L1 R1 L1
Double Lasers	– R1 L1 R1 L1 ↑↓↑←→
Car select	– ←R1→R1←R1→R1
New York TT	– L1→↓←↑R1
Tokyo TT	– L1←→R1←→L1
Subway TT	– L1←L1R1→R1
Debug menu	–
→←↓○L1R1R1L1○↓←→↑	
Miss. Select	– ↑↓○L1 R1 L1○↓↑
Next mission	– □○R1 L1○↓L1↑
Extra Nitros	– L1○↓L1↑○○R1
All money	– L1 R1 ↑○↓□→R1 L1
Extra time	– ↓L1 L1○○R1↑□L1
Invincible	– L1L1L1L1←○○□L1
Infinite fuel	– L1○←L1○R1L1↑R1↓
All time trials	– R1L1□←○○←L1○
Car tune up	– L1R1L1↑↓○↓→←□R1

AZURE DREAMS

Race Cheat
In the race track there are a number of patterns that determine who wins. Save the game at mother's house then go to the track. Buy ten tickets on any selection, start the race and don't do anything. Note the outcome of the race and then reset the game. Return to the race track and look at the odds of the previous race. Bet 10 tickets and start that race. Again don't do anything. The outcome will be the same as before so you can pick out the winner.
Refill life
Stand in any corner and repeatedly press △+○.

BATMAN AND ROBIN

Invincible Superhero
On the title screen press L1 R2 R1 L2 SELECT ⊗○

BALLBLAZER CHAMPIONS

Shrinking rotofoil
Go to the password screen and enter:
⊗○⊗⊗○⊗ ⊗⊗⊗⊗⊗⊗
⊗⊗△△⊗⊗ □⊗⊗⊗⊗□
⊗□□□□⊗
Master dome
Go to the password screen and enter:
○L1L1R1R2L2 ⊗□□□R1R2R1
R2△L2R1L2○ L2R2R1⊗L1R2
□L2R1⊗R1R1

BATTLE ARENA TOSHINDEN

NOTE : All codes entered at the title screen should be inputted as the text comes in from the sides of the screen.
Access Gaia
Enter ⊗⇗⇦ followed by Weak Slash. Highlight Eiji on the character select and press ⇧ when selecting him.
Access Sho
Enter the above code then wait for the demo to start up. Press START on pad two and quickly enter ⇦⇨⇦⇨⇦ followed by Weak Slash. Highlight Kayin on the character select and press ⇩ when selecting him.
Easy Special Moves
Enter both of the previous codes then let the demo play all the way through. When the title screen appears press ⇗ plus Weak Kick on pad one. Now go the configuration menu and set the special moves to the shoulder buttons. During the game press all four shoulder buttons and SELECT to perform your desperation move. Note that this only works on Easy and Very Easy settings.
Choose Configuration
Enter the above code and let the demo start. Press s then at the title screen press adada followed by Weak Slash. You can now use any pad configuration on any difficulty level.

BATTLE ARENA TOSHINDEN II

Access Last Boss
At the title screen, press ↑↓↑↓↑△.
Fight Bosses
Go to the title screen and, as the menu items fly in, press L1L2△R1R2□.on controller 1. To play against Sho and Vermillion, press □R2R2△L2L1 on controller.
Select Bosses
Complete Battle mode on skill level four: Then when picking your character, the random select will show the normal two bosses, Uranus and Master, who can now be selected. Complete Battle mode on skill level six (with no continues) then Sho and Vermillion appear. To get Grim complete Battle Mode on skill level 8 using Vermillion, then on the title screen press ←→R1△L2□. To select a boss highlight the question mark on the character selection screen and hold down the SELECT button. Now press □△○ or ⊗ when the required boss appears.
Secret Moves
After beating the game when Sho and Vermillion are available, the menu box should turn green. You can now perform specials by pressing the R1 and R2 buttons together.
Armoured Gaia
Select Gaia then before you hear "fight", quickly press ↑↑↑↓.
Change colours
Highlight your player in random select then press SELECT and ⊗△○ or ○.
Control In-game Camera
On the options screen, set the shoulder buttons to 'NOT USED' then set the camera option to 'CONTROL'. Now set the shoulder buttons to 'CAMERA' and use them to adjust the angles in-game.

BATTLE ARENA TOSHINDEN III

Random select
Hold L1+L2+R1+R2 on the character select screen. Press ⊗ while the selection box is moving.
Remove Display
Pause hold ○△□⊗ and press SELECT. This removes the continue, options and reset selections. Continue holding the buttons and press SELECT again to remove the life and overdrive bars.
Play as Sub-Bosses
Beat the game with each basic character at level three.
Play as Shou
Unlock all sub-bosses, then beat the game with Vermillion at level 3 or higher.
Play as Abel
Beat the game with Shou at level 7.
Play as Veil
Beat the game with Abel at level 7.
Play as Naru
Beat the game with Veil at level 7.
Alternate costumes
Beat the game with Naru at level 7. Use ○ or ⊗ to select a character.
Instant secret moves
Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move.
Manual Camera Control
Enter the button configuration menu, highlight any shoulder button, and press L1+L2+R1+R2, the buttons change to camera control buttons.

BIO F.R.E.A.K.S.

Fight Clonus Opponent
Use SELECT to chose a character, this will pit you against the Clonus version of that character.
Alternate view
Hold L2+R2 and press ← during a match. Hold L2+R2 and press → for normal view.

BLACK DAWN

Cheat Codes
Pause the game and enter any of the following…

Max Fuel/Ammo	SELECT L2 SELECT R2 △△△○
Max Weapons	SELECT L2 SELECT R2 L1 L2 R1 R2
Gun Mode	SELECT L2 SELECT R2 SELECT (x3)
Screen Mode	SELECT L2 SELECT R2↓R1 R2
Get Wingman	SELECT L2 SELECT R2 □□□○
End Mission	SELECT L2 SELECT R2 △△△L1↓↓↓
Upgrade Gun	SELECT L2 SELECT R2 L1 L1 R1 R1

BLAM! MACHINEHEAD

Passwords

Level 2 (1.2)	SQDZFO5TJJ
Level 12 (3.3)	9F0JGOLZJD
Level 3 (1.3)	HYM7GODECM
Level 13 (3.4)	SKAGHO9P40
Level 4 (1.4)	WFHIHOPOJC
Level 14 (4.1)	JJ0BNN9FCM
Level 5 (2.1)	I54FHOD5BF
Level 15 (4.2)	EYWJHOP7BF
Level 6 (2.2)	E94FHOLLKJ
Level 16 (4.3)	JQNFHOT7BF
Level 7 (2.3)	MHLFHODTCM
Level 17 (4.4)	7G9DAOMOCE
Level 8 (2.4)	ALLFHOXGPU
Game Over	6H9DAOQJ2F
Level 9 (2.5)	BDNJHOLLPU
Level 10 (3.1)	8JGIHO9B4V
Level 11 (3.2)	E9GGHOJIQH

Infinite Ammo
Enter the following on main menu or title screen…
○○○○L1○L1L1○L1○L1○L1○L1L1L1L1

BLAST CHAMBER

Infinite Lives
On the Main Menu screen press □←□→□↓○↑. Go into Game Options and choose Solo Survivor.

BLASTO

View Babes
Complete the game and save all the babes. A new "View Babes" options will become available when you start a new game.
Alternate appearance
Press ↑↑↓⊗△○ at main menu.

BLAST RADIUS

All upgraded ships
On the main menu, press
→L1↑↑↓→R2L2R2↓↑↓ Start a new game with any ship, then quit it.
Wraith Ship
Once you've got the four upgraded ships enter this code next on the main menu ←→L1 ←→L1R2R2L2←→↑ to hear an explosion. As before, start a game and quit.
Planet heads
On the main menu press ↓↑L1→L1↑→ SELECT→R2L1L2 to hear an explosion. This

BLAZING DRAGONS

gives you levels with strange planets.
Extra missions
On the main menu, press L1 ← L2 ↓ SELECT ← ↓ R2 R2 R2 SELECT ↑ to hear an explosion.

BLAZING DRAGONS

End of Game Password
Enter the code V?U5MK 4N6LUL OHW5CB.

BLOOD OMEN: LEGACY OF KAIN

Blood Refill
During the game, press ↑→○○↑↓→←.
Extra Magic Energy
During the game, press →→○○↑↓→←.
Access All Movies
During the game press ←→○○↑↓→←.

BLOODY ROAR

Big Head Mode
Hold L2 and press ○ at the character select screen when choosing your fighter.
Kids Mode
Hold R2 and press ○ at the character select screen when choosing your fighter.
Big Ring Mode
Select Survival mode and defeat at least ten characters.
Note – All characters must have a skill setting of at least four to open the following options...

Character	New Option
Greg	Small Ring
Mitsuko	Open Ring
Fox	Blind-man Walls
Bakuryu	Healing Mode
Yugo	No Health
Alice	Cameraman
All Fighters	Trippy Mode
Long	Lightening Conductor
Gado	No Bandits

Monkey Men
Finish the game with any character on a skill setting of at least four without continuing to get this option.
Extra Costume
Complete Time Attack mode in under ten minutes to get Alice in a school uniform.
Different Angles
When you strike the knockout blow during a fight hit SELECT to see the replay in various angles.
Change Scenery
Complete the game in Arcade mode. Use ⇦ and ⇨ to change the characters end scenery.

BLOODY ROAR 2

Fight as Gado
Complete the arcade mode.
Fight against Shen Long
Complete the game with any character in arcade mode without using any continues. You will then fight Shen Long in a special stage.
Fight as Shen Long
Defeat Shen Long, this also unlocks "Ending 1".
Custom Options
Complete arcade mode to gain a custom option with big head mode, recovery speed and other options.
Model Type Option
Complete the story mode.
Recovery Speed Option
Complete the story mode without using any continues.
Any Cancel Point Option
Defeat fifteen or more characters in survival mode.

BOGEY DEAD 6

Access All Fighter Jets
Go to the plane selection screen and press ←←→↓↑↓→ SELECT.
Access All Missions
Choose Mission Select from the Game Menu and press ↑↓↓→←↓↑△.

BOMBERMAN FANTASY RACE

Extra Save Slots
Select the 'New System Data' option. Hold L1+ L2+R1+R2+SELECT+START then press ○.
Mirror Tracks
Finish in first place on all tracks. On the track selection screen press → to select mirrored tracks.
Alternate Footstep Sound Effect
Pause the game and press L1 L2 R1 R2 ↓↑○.
View Ending Sequence
Complete all mirror tracks then press SELECT at the title screen.
Bonus Animals
Purchase all five kangaroos and five dinosaurs, the black kangaroo and white dinosaur then become available.

BRIAN LARA CRICKET

Password	Effect
SOLIDOAK	Unbreakable stumps
GETBRIBE	Unbeatable
CHRISREA	First-person perspective
PENSIONS	World XI mode
BIGBALLS	Play with beach ball
BIGHANDS	Players have large hands
BIGHEADS	Players have big heads
DROPBALL	Ball can't be caught
SUPERMAN	Super batsman
SUNSHINE	Play on a beach
NOWAYEAS	All classic games

BUBBLE BOBBLE

Debug Mode
On the title screen press ↓↑→↓←↓↑↓. With debug mode enabled, L1 goes to the last level, R1 to the next level, R2 provides the debug menu and R1 hides the menu.
Treasure Room Cheat
At the title screen of the original game, press → ←↑↓↑↓↑ to be able to visit treasure rooms even if you lose lives.

BURNING ROAD

Mirror Mode
Select Practice, then pick a track and car. As soon as the race starts, turn your car around and go the other way. As soon as you pass through a checkpoint, you'll be in first position and all the other cars will turn around and follow you.

BUBSY 3D

Password Cheats
XMUCHOLIFE – 99 lives
XTOOROCKER – all rocket parts
XBNSCHTMMM – go direct to bonus rounds
XLVLCHTMSB – level select
XZOOMMERKB – level warp (press ←+START)

BUGS BUNNY

Level Select
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○□□□
Maximum Carrots
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○□□○
All Abilities
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○□○□
Full Energy
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○□○○
Extra Key
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○□□□
View Ending Sequence
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1○○○□○
View Incomplete Ending Sequence
At the 'Era Selection' screen, hold L2 and R1 and press ○□R2L1 ○○○□□

BUGS LIFE

Unlimited lives
Return to training level and find the letters to spell 'FLIK' to gain a bonus life. Repeat this to get as many lives as you like before entering the game.
Hidden training level
Begin game play in the training level and finish all of Mr. Soil's tasks. Then, bounce on all the spiders to kill them to reach a hidden level. Complete this new level by climbing up the umbrella pole to view a bonus FMV sequence.

BUSHIDO BLADE

Play as Katze
Beat all opponents in Slash Mode on the Hard difficulty setting without continuing.
Play as the Executioner
Get Katze then complete the game and watch all the endings. Now finish the game and the Slash mode on Hard playing as Katze.

BUSHIDO BLADE 2

Fight as sub-characters
Complete Story mode and keep both sub-characters alive. The sub-characters may now be used in any other game mode.
Slash mode
Complete Boss mode without using any continues.
Chanbarra mode
Defeat all thirteen Bosses in Boss mode without using any continues. Highlight the "Link Mode" option on the main menu and press ○○.
Hundred slashes mode
Simply complete the game with the six regular characters.

BUST-A-GROOVE

Extra dancers
Capoeira
Beat the game on Normal difficulty with any dancer.
Robo-Z
Beat the game with any dancer on hard difficulty.
Burger Dog
Get the above dancers then beat the game again on normal difficulty using Hamm.
Columbo
Once you've got Capoeira and Robo-Z, beat the game again in normal using Shorty.
Alternate costumes
On the character select screen, hold SELECT and press ⊗ to choose your character.
Dance Preview
This option lets you create your own dance routine. Beat the game on easy with the character you want to use for the Preview.
Level skip
Complete game once with any character, then start a one player game. When the dance arena appears, simply press L2+SELECT to skip to the next stage.

BUST-A-MOVE 2

Level Warp Password
XZOOMMERKB – During play press ←+START
Modified Levels
On the game selection screen press R1↑L1↓. Then select Another World in the story mode.
Credit Cheat
Go to Option menu and highlight Credit then press ←→R1R2L2L1↑↓. Tap ⊗ repeatedly to increase the credits before the timer runs out.
Character Select
Start a Puzzle game then when the stage map appears, press ←←↑↓, L1+L2+R1+R2. Use the L and R buttons on the controller to select a character and press ⊗ to continue.

CARDINAL SYN

Select Sub-bosses
Input these codes on the 'Press Start' screen...

Kahn	↑↑↓↓△	Stygian	←→←→△
Redemptor	↑↓←→○	Juni	↑←←↑□
Mongwan	↓↓↓↑△	Vodu	←←←↑○
Bimorphia	→→→↓□	Moloch	↑→↓←□

CASPER

Glide Over Walls
Go to the top left corner of any room and hold ↖+L1+R1+START and press △. Pressing R1 to float over the walls.
Mega Secret Room
Activate the glide over walls cheat whilst in the main entrance. Go up the left-hand flight of stairs to the first floor. Once on the first floor, turn and face the staircase you just came up and press R1 to float up. Float up over the beam above the staircase and keep drifting down until you come across a new room.
Turbo Casper
Press △+⊗,R1x3 at any point in the game, then press △ to return to the action.
Defeating The Ghosts
Fatso – feed him hamburgers.
Stinky – spray perfume on him.
Stretch – use glue.
Fatso (in bathtub) – use camera.
General Fatso – use wind-up key then hammer the tanks.
Farmer Stinky – use hammer and chisel to carve the stone.
Graveyard Stretch – use twister morph to lure him into grave-dig site.

CASTROL HONDA SUPERBIKE RACING

Do a Wheelie
Get up to 100 mph, let off the gas for about three seconds, and quickly hit the throttle to lift the front wheel.
Quick Start
Hold the 'shift up' button when waiting at the line. Now throttle up, when the lights change release the 'shift up' button to speed away.

CIRCUIT BREAKERS

Night Racing
When selecting a track, hold L1+L2+R1+R2 until the car's headlights appear.
Track Select
Pause a single player game and go to the "Sound" option. Highlight "FX Volume" and press L1+L2.
Faster Engine
Select a multi-player game andpress ⊗+□+△+○ at the track selection screen. An engine will appear on the screen to show that the cheat is active.
Jumping Cars
Select a multi-player game and select a car and track. Press and hold ○+← when the race countdown starts.
Reverse Tracks
Select a car and track then press SELECT. Hold ⊗+□ as the cars enter the tunnel and press ← or → to make the cars enter the tunnel in reverse.
Upside Down Tracks
Press L1+R1+⊗+↓ when selecting a track.

COLIN MCRAE RALLY

Enter your name as
Hovercraft – Makes car float above the ground.
Tinfoiled – Cars become chrome-covered.
Openroads – Unlocks all tracks.
Shoeboxes – Unlocks all cars.
Silkysmooth – Hi-Fi mode.

COLLEGE SLAM

Small Players
Press △ seven times on the Player Select screen. **Dunk Anywhere**
Press ↑↓↑↓↑↓ on the Match-Up screen.

COLONY WARS: VENGEANCE

Enter the following codes as the password.
Vampire – Invincibility.
Tornado – All weapons.
Dark Angel – Constant primary weapons.
Chimera – Constant secondary weapons.
Avalanche – Unlimited afterburners
Hydra – Unlimited money
Thunderchild – All ships
Demon – View Mission and FMV select
Blizzard – Multiple cheats.
Stormlord – Disable all active cheats.

COMMAND & CONQUER

GDI Passwords

Estonia	X2CJOKTLU	Slovenia	UKKRMGUZK
Latvia	A8RPQIPCT	Romania	LW32DZZSX
Poland	FBPC8RSK8	Greece	SH4AD9KVC
Germany	8PHJDB0HU	Albania	MWRUN47H6
Czech Rep	87Q7T7TED	Bulgaria	C9NPZHVN9
Czech Rep	OX3CS3D4G	Yugoslavia	0MB4I1IMS
Austria	GTJ2NBE51	Yugoslavia	SH4K6CSUZ
Slovakia	8PZA9MQY7	Bosnia	W1N4QEMR3
Hungary	WJ6Q1M17L	Bosnia	OX3CCPYK9

NOD Passwords

Sudan	GB4V1S7TT	Zaire	C982ETIMY
Chad	YK4BRTQCT	Egypt	OFDWQ0JNK
Mauritania	W15DASRS8	Tanzania	QG9KTOPTY
Nigeria	AQINN7NKU	Namibia	OX3UKOP94
Gabon	GTJKWOJDK	Botswana	MEY28UCVF
Cameroon	OX3UJ0V6QS	Africa	45P58LIUG
Zaire	GTK1EGBQN		

DOOM

Covert Operations
Enter the password COVERTOPS to access extra Covert Operations missions in GDI or NOD mode.

COMMAND & CONQUER: RED ALERT

To input the following codes, go into the sidebar, the symbols refer to the team symbols. Press ⊙ between each one in order to confirm.

$1000	⊙⊙⊙✕△⊙
Nuke	⊙✕⊙△⊡△
Win	✕⊡⊡⊡△⊙
Ore To People	✕⊙△△⊙✕

COMMAND & CONQUER:RETALIATION

Use these codes as in Red Alert above...

Money	✕⊙⊡⊡⊙⊙
Full Map	△△✕⊙△⊡
Invincibility	⊡✕⊙✕△△
Parabomb	✕✕⊙⊙△⊡
Chronoshift	⊙⊙△✕⊙⊙
Nuke	⊙✕⊙⊙✕⊡
Inst. Victory	⊙⊙△✕✕⊡
OrePeople	⊡✕⊡⊡✕⊡

CONTRA: LEGACY OF WAR

Weapon Select
Press L2 R2 L1 L3 ↑↓↓↓ on the title screen.
Unlimited Continues
Press L2 R2 L1 R1 ←→→← on the title screen.
Extra Lives
Press L2 R2 L1 R1 ↓↑↑↓ on the title screen.
Stage Select
Press L2 R1 L1 R2 ←→ ⊙⊡ R2 R2 on the title screen.
Movie Player
Press L1 L1 R1 R2 ↑←↓→ on the title screen.
Bamboo Arcade
Press R2 R1 → ← L1 L2 on the title screen.
Bamboo Gyruss
Press L2 L1 ←→ R1 R2 on the title screen.
Sound FX Browser
Press R2 R1 L1 L2 ↑→↓← on the title screen.

COOL BOARDERS 2

Play as Alien & Snowman
Complete all 100 moves in Master mode, then set all records in Freestyle mode. Or acheive a score of at least 40.0 on the half pipe course.
Pervy Outfits
On the main menu, highlight the Big Air option and press
↓ R1 ↑ R1 ↓ R2 ↑ R2 ↑↑ R1 ↓↓ R2.
Play as the Boss
Complete mirror mode in first place.
Bonus Boards
Enter freestyle mode and set the record for each.
Mirror mode
Complete combined mode then enter the options screen. Press SELECT on controller 2 then press R1+⊡ at the mode selection screen.

COOL BOARDERS 3

Enter these as your name in tournament mode...

All Courses – WONITALL.
All Boarders – OPEN EM.
Big Head Mode – BIGHEADS.
(Use R2 and L2 to adjust the head size).
Director's cut – SHOWPOS.
Play as Burg
Unlock all players, then finish first with more than 3400 in single event mode.
Control Replay
Hold ← during a replay for slow motion or hold ↓ to pause.

COURIER CRISIS

No timer
Press L1+R2 at the neighbourhood selection.
Zaskar – Enter FDFKFKHCJK as a password.
Pantera – Enter KFKFKFOEKJ as a password.
STS-1 – Enter IFKFKFKGKJ as a password.

CRASH BANDICOOT

Super Password
Go to the Password screen and enter the code below to get access to any level, 100% complete score, [illegible]n keys and all gems.
△△△△✕⊡△△△△⊡✕△⊙△△△⊙⊡△✕✕✕✕

CRASH BANDICOOT 2

Extra Sheild
Press ↑+⊙ when Crash dies. Once back, Crash will be armed with a sheild mask.
Bonus Lives
In the second warp room (level 6-10), jump on the polar bear cub's head to collect ten extra lives.

CRASH BANDICOOT: WARPED

Spyro The Dragon demo:
Press ↑↑↓↓←→←→⊡ at the main menu.

CRIME CRACKERS

Animation Select
Press ↑↑↓↓←←→→ SELECT on the title screen. The word 'Start' will turn to 'Animation'.
Debug Mode
Press R1 R1 L1 L1 R2 R2 L2 L2 ←⊙→ ⊡ SELECT START on the title screen to enter a debug mode.

CRITICAL DEPTH

Input the following whilst playing...

Enemies drop pods L1 R1 L1 R1 ↑↓←↑
Increase fire power L1 R1 L1 R1 ↑↓←↓
Invulnerability L1 R1 L1 R1 ↑↓←→
Infinite weapons L1 R1 L1 R1 ↑↓←↓

CRITICOM

Level Codes
Select Load/Save then enter the following passwords next to each character to increase their ranking and access more essential moves.

Character	Level 2	Level 3	Access code
Yenji	SPID	STAR	YAHAM
Exene	SPHE	WING	ESCIN
Delara	PHAN	KING	DCINO
Dayton	SIER	ETER	DIRAT
Demonica	GONE	WORL	
Gorm	CHAM	MARV	
SID	ODTH	BATM	
Sonork	PLAY	CHRO	SSISE

Universal Animation Code
Use the code TTAM to get to the end-of-game animation sequence for any character.

CROC

World-Level Passwords

1-1	ULLLLDDULULURRU
1-2	ULLLLDDULURDRRU
1-3	RULULUURLRURLUD
1-B1	DLURLDRLRLRRDLL
1-4	URDLLDDULRRDRRU
1-5	RDDULUURLUURLUD
1-6	DRRRLDRLRDRRDLL
1-B2	DRURRRRLLLLRULL
2-1	RDLURRURLRURLUD
2-2	DRURRLRLRLRRDLL
2-3	RLRRRRRLLLLLULL
2-B1	ULDLRLDULRRDRRU
2-4	RDDURLURLRDRRUD
2-5	LUUULUDUDRULULD
2-6	RULURDURURDRRUD
2-B2	DLURRURLULLLULL
3-1	RUDURDURURURRUD
3-2	RUDURDURDRLRUD
3-3	RUDURDURDRULRUD
3-B1	RDDURDURDUDRRUD
3-4	RULURLURURDLRUD
3-5	RULURLURDRULRUD
3-6	DRURRRRLULRLULL
4-1	RDUDULDDDDUUULD
4-2	DRLLURLUUURURUL
4-3	LDDDDDULLLRULUD
4-B1	UURRDDULLDULDDU
4-S1	RRRDDULDLLRUULL
4-4	DDDLDDDURRUURUD
4-5	LLLDUURLLDRDLUL
4-6	UUURDDRLLLULDDR
4-B2	RLUDDULDLDRUULL
4-S2	DDLDDDDURUUURUU
5-1	LLDLURRLLLRULUR
5-2	UDRUULRLLDULDDL
5-3	UDRUULRLLDULDDLR
5-4	DDDDULDURRUURUU
5-B	LLLLDRRLLDRDLUR

CROC 2

Unlimited Crystals
Hold l and press ⊡⊙⊙⇩⇦⇨⇦⇨ at title screen. Whilst playing hold R2 press ⊡ to get 100 crystals.

CROW: THE CITY OF ANGELS

Cheat Menu
At the title screen, hold L1 and press △⇦⇦⇨⊡⇧⇧⇦⊙. If entered correctly it should say 'Cheat Menu Active' at the top of the screen. Start playing the game and press L2 and R2 to access this handy new menu.
Unlimited crystals
Hold L1 and press ⊙⊙⊙⇩⇦⇨⇦⇨ at the title screen. Whilst playing, hold R2 and press ⊡ to get an extra 100 crystals.

CRUSADER: NO REMORSE

Select 'Load Game' then go to 'Teleport to Mission' to enter the a password.

Level Passwords

2	FWQP	9	M4FX
3	PLRQ	10	X5GZ
4	SZNF	11	C6HO
5	TD5S	12	D7J1
6	J1BT	13	F8K2
7	K2CV	14	FGL3
8	N3DW	15	JFM4

CYBERIA

Enter NEMROSIM at the beginning of a game, to allow you to...
1) Select difficulty 1 for both arcade and puzzle modes.
2) You can load any game save point; all passwords are already put in for you.
3) Un-censored blood! But not very much

CYBERSLED

Extra Sleds
At the 'Press Start' screen enter...
↑←↓→↑△↑→↓←↑⊙.

CYBERSPEED

Compilation Date
input the following on any menu screen...
↑←→△⊙⊡←→⊙⊙.
Fly As A Cow
Press ↑←↓↑←↓→←↓→⊡✕⊙ on the ship select screen.
Play Movies
Press ⊙⊡△←→↑⊡→ on the language select.

DARK FORCES

Cheat Menu
Press ⇦⊙✕⇨⊙✕⇩⊙✕ during play.
Level Skip
Activate the cheat menu then toggle the 'Game Won' option to on (green). Now exit the menu and pause the game and choose Next Mission.
Level Passwords

Talay: Tak Base	Y7B5T7S183
Nar Shaddaa	W9F635SZB5
Anoat City	!VHDBMBMXZ
Jabba's Ship	V!Q534T0F6
Research Facility	9WJHBLCN00
Imperial City	NVHL4LFQ1R
Gromas Mines	8XKGBKDPZ1
Fuel Station	MYGM!KBR2S
Detention Centre	7YBKBJFL22T
The Executor	LXFN4JCSZT
Ramsees Hed	Y7C4L7Q193
The Arc Hammer	205F6HJT0V
Robotics Facility	X8D3L6R2C4

DEAD OR ALIVE

Make Raidou Selectable
Beat the game on default game settings with all ten normal characters.
Extra costumes
Complete the game repeatedly with the same character to get more costumes for that fighter.

DEATHTRAP DUNGEON

Level Select
On the main menu press L1 R1 △⊙⊙ R1 L1.
Go to Load Game and all levels will be selectable.

DEFCON 5

Hidden Asteroids Game
Go to any VOS terminal in the Defence Station and enter the 'Communications' area. Go to 'Local Communications' and when you come across a message about the option being unavailable, hit the △ button on controller 1.

DARKLIGHT CONFLICT

Cheats menu
Press ↓↓↑⊡←← L1 R1⊙ on the options menu. Exit to find a cheats menu.

DEADBALL ZONE

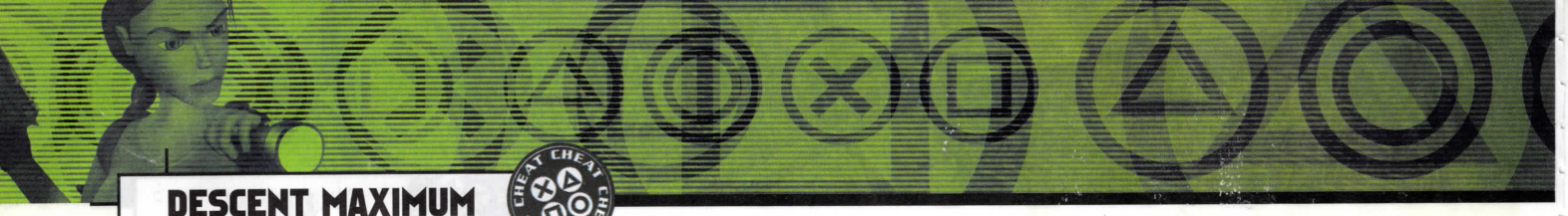
All Teams & Stadiums
Highlight Italian on the language select screen and hold R1+L2+⊡ for eight seconds.

DESCENT

Full Level Access
During play, press △⊡⊡△⊙⊙⊡⊡△⊙⊙⊡.
Quit the game and select new game. Two extra difficulty levels will have appeared. When you reach the galaxy map screen, you can move around and start the game at any stage – including secret ones.
Enter the following codes during play...
All Keys – ⊡✕⊙✕△✕△✕△✕△✕
Mega Weapons – △⊡⊙✕△⊡✕△⊡✕⊙⊡
Invulnerability – ⊡△⊙⊙⊡△⊙⊙⊡△⊡✕

DOOM / ULTIMATE DOOM

Level	Health	Armour	Weapons	Password	Title
2	125%	200%	All	CR!3WDD3DB	Plant
3	200%	200%	All	3JJCMK8W64	Toxin Refinery
4	200%	200%	All	03LTJ0Y!02	Command Control
5	200%	200%	All	H33!1HFTHK	Phobos Lab
6	200%	200%	All	04MSKZX9Z1	Central Processing
7	125%	200%	All	YTTLCXXLXV	Computer Station
8	200%	200%	All	09SMBY04YW	Phobos Anomaly
9	200%	200%	All	7KKBLD7V53	Deimos Anomaly
10	100%	200%	All	FM4217GSGJ	Containment Area
11	200%	200%	All	H!!3WDGLDB	Refinery
12	200%	200%	All	07QPDW26WY	Deimos Lab
13	200%	200%	All	H776XCKPCF	Command Center
14	100%	200%	All	Y6PQH1171Z	Halls of theDamned
15	125%	200%	All	YPPQH11Q1Z	Spawning Vats
16	125%	200%	All	FGZY5MMYMP	Hell Gate
17	100%	200%	All	FZZY5MMFMP	Hell Keep
18	100%	200%	All	Y0HDP33X35	Pandemonium
19	200%	200%	All	HYYZ8SLGSQ	House of Pain
20	200%	200%	All	0VBKS8628!	Unholy Cathedral
21	200%	200%	All	HVV29RPKRT	Mt. Erebus
22	200%	200%	All	0WCJT75179	Limbo
23	200%	200%	All	HWW1!QNJQS	Tower of Babel
24	200%	200%	All	01JCL68W64	Hell Beneath
25	200%	200%	All	H11W3PRCPM	Perfect Hatred
26	200%	200%	All	02KBM57V53	Sever the Wicked
27	200%	200%	All	H22V4NQBNL	Unruly Evil
28	200%	200%	All	0ZGFN4!Y46	Unto the Cruel
29	200%	200%	All	HZZY5MTFMP	Twilight Descends
30	200%	200%	All	00HDP39X35	Threshold of Pain



DESCENT MAXIMUM

Turbo Mode – □□□○×□×□△□
Shield Recharge– △×□×□△□△×□×□△×
Bright Display – □△□□×□×□△□□×□△.

DESCENT MAXIMUM

Cheat codes
Input these in the Keys Section...
Weapons, all items & level select
□□×△□△□△×△□×□$40.
Weapons, energy and shields
□△□□□△□×□□□△□×ACE.
All keys
□△×△□△□△×△×△□□×MIK
Toggle invincibility
△×△□□×△□×△×□□△DCD
All accessories
□△□□×□×△□×□□□□□□×TOY
Turbo
△□□×□×□×□□△□□×SVT
Extra life
△×□□△×□×□×□△□1UP
Toggle 'Go wingnut' mode
△□□△×□×□△□□△×□4AD
Fast robots that fire slowly
△×□□△□□×□×□□△□JAVA
Colours
△×□△□□□×△×△□□×LSD
Acid
□△□□△□×□×△×△□□×ACID
Hello Minnie mode
×□×□×□×□×□×□×□XO

DESTRUCTION DERBY

Passwords
Enter your name as any of the following
REFLECT! – Access Ruined Monastery track.
!DAMAGE! – No damage
NPLAYERS – Choose up to 20 opponents
Record Cheat
Select Total Destruction and quit immediately, keep pressing START as 'GO' scrolls. Check the lap record table to see a time of 599.99sec.
Extra Points
At the beginning of each race, hold accelerate and → for three seconds to get four points.

DESTRUCTION DERBY 2

Access All Tracks
Enter your name as 'MACSrPOO' then go back and start a practice race to play on any track.
View Animated Credits
Enter your name as 'CREDITZ!'.
View Credits and FMV
Enter your name as 'ToNyPaRk'.

DIABLO

Infinite gold
Start a new two player game and load up a character with gold in their possession. Get them to drop their gold and pick it up with player 2's character. Save player 2's character and quit the game without saving player 1's character. Repeat as required.

DIE HARD TRILOGY

To use these codes, pause the game and then hold R2 whilst entering the combinations.

DIE HARD

Skeleton Mode – △x10,→x4
Die impossible – →↑↓□
Reverse Controls – →□△→
Angel Mode – ↓□△↓
Unlimited Weapons – →↑↓↓□→(repeat)
50 Grenades – →□↓○
Fire between legs – ↓○○↓△↓
Speech Speed – ↓□□→(repeat)
Fat Mode – →□□↓
Level Skip – ↓○←□↑□←
(press START on controller 2 for a skip option)

DIE HARDER

Fergus Mode ○↓↓□×□
Odd-Shaped People ←△→↓
Skeleton Mode △←←↓○△↓
Invincibility ↓△→□
Map Editor →↑↓○.
(Press START to access the Map Editor. You can scroll around a map of the current level with both your own and the baddies' movements shown by coloured lines. Press SELECT to move around freely in 3D, using ↑ and ↓ to zoom in and out, and L1 and R2 to look up and down.
Maximum Specials →□←○△↓

DIE HARD WITH A VENGEANCE

Hello Mode – →↑↓○
Giant Cars – ←△→↓
Extra View – ↓○↓○
Infinite Lives – ←○↑↓○→
Infinite Turbos – ○○□○↓↓×○
No Clock/Level Skip – →↑↓○.
(On the second controller, press START and a cheat option appears. Press △ to toggle the clock, press → to advance through the levels. While playing press ⊙ on controller 2 to advance to the next bomb).
Infinite Turbos – ○→↓□△←
Flat Shade Mode –↓↑←←↓↑
Slow Motion – ←↑←←□↓
Fergus Mode – ○↓↓△×□
Odd Modes – ○↓↓□→(repeat)
Weird Buildings – →□←△×□↓
Car Toy (int. view) – →○←←□↓

DEVIL DICE

Extra Puzzles
Complete all 100 puzzles in puzzle mode then highlight the 'Random' selection on the stage selection screen. Press ⊗ then use L2/R2 to select from 1000 other puzzles.
Play Your Own Music
Replace the game CD with a music CD at the menu screen. Press START to change tracks.
Audio Instructions
Press → at the title screen, keep pressing → after the instructions to return to the main screen. Press → again to hear basic tips.
Gallery
Complete the following goals to unlock the corresponding Gallery...

1 to 10	Complete puzzle mode levels 1 to 10.
11	Get a high score in endless mode.
12	Get a high score in endless mode.
13	Get a high score in time limited mode.
14	Get onto the max chain number ranking in time limited mode.

DISRUPTOR

Level Codes
L1 – □□△×○○△×××○×
L2 – ×△○△×××△○○□○
L3 – △×○×△□○○×△△□
L4 – ○×○△○×××□△□○
L5 – ×□○○○×△△□○×□□
L6 – ×□○○○×△×○○×□□
L7 – ×××△○○○×△△○□×○
L8 – △○×○×△○○△×□○×
L9 – ○×××○○△□×○×△
L10 – ×□×△○□△×○○○×
L11 – △○○△×××○○×△△○
L12 – ×△×△○×○○□△○×□

DOOM/FINAL DOOM

Float Around
During play go to Map Mode then Press L1+△ to return to the action with the ability to float through the scenery. Use L1/R1 to move up/down.
Cheat Codes
Pause the game then enter the following...
All Weapons & Ammo – ×△L1↑↓R2←←
Invincibility – ↓L2□R1→L1←○
Level Warp – →←R2R1△L1○×
X-Ray Vision – L1R2L2R1→△×→
All Map With Objects– △△L2R2L2L1R2○
All Map – △△L2R2L2R2R1□

DOOM II

Level Passwords

Level 31 – Entryway	C0W1!QNJQS
Level 32 – Underhalls	VM!3V1D3DB
Level 33 – The Gauntlet	W394W2DMFC
Level 34 – The Focus	ZQ58ZKJRKH
Level 35 – The Waste Tunnels	Z758ZKJ8KH
Level 36 – The Crusher	5C2V3DQBNL
Level 37 – Dead Simple	NCKBLX7V53
Level 38 – Tricks and Traps	1Q580FCRKH
Level 39 – The Pit	HTMSKZZ9Z1
Level 40 – Refueling Base	WS58ZKCRKH
Level 41 – O of Destruction!	CSNRG2W820
Level 42 – The Factory	WT670JBQJG
Level 43 – The Inmost Dens	DQLTJ1Y!02
Level 44 – The Suburbs	2N94VFFMFC
Level 45 – Tenements	CQLTJ0Y!02
Level 46 – The Courtyard	WR492GDSGJ
Level 47 – The Citadel	PFFGXH3777
Level 48 – Nirvana	JWCJV2X479
Level 49 – The Catacombs	CJJTM35964
Level 50 – Barrels of Fun	M!T174XZXV
Level 51 – Bloodfalls	5770MX2CDF
Level 52 – Abandoned Mines	YJLW3PPCPM
Level 53 – Monster Condo	DKKBLM58J3
Level 54 – Redemption Denied	7L3!266DJK

Bonus Level Codes

Level 55 – Fortress of Mystery	CKHDP33X35
Level 56 – Military Base	OJ1W3PRCPM
Level 57 – The Marshes	WVX07TT0TR
Level 58 – The Mansion	XDV29SRKRT
Level 59 – Club Doom	644Y**L1**Q9GJ

DOUBLE DRAGON

Secret characters
At the character select screen, put the cursor on Billy, wait 3 seconds, move it to Marian, wait 3 seconds then move it to Chung Fu, wait 3 seconds and move it to Jimmy, wait 3 seconds. Then you should have Shuko and Duke.

DYNASTY WARRIORS

Reveal Bosses & extra characters
Sun Shang Xiang (extra)
At the title screen press ←←↑↓△○L1R1.
Nobunaga (extra)
Complete the game with Lu Bu then at the title screen press □↑△↓○.
Toukichi (extra)
Complete the game with Nobunaga, then at the title screen press ↓↓→↑○△R1R2.
Zhuge Liang (Boss)
Complete the game with Guan Yu, Zhao yun and Zhang Fei.
Cao Cao (Boss)
Complete the game with Xiahou Dun, Dian Wei and Xu Zhu.
Lu Bu (Boss)
Complete the game with Zhou Yu, Lu Xun, Taishi Ci, Diao Chan, Zhuge Liang and Cao Cao.

DRIVER

Invincibility - At Title screen press
L2 L2 R2 R2 L2 L2 R2 L2 L1 R2 R1 L2 L1 L1
Immunity - At Title screen press
L1 L2 R1 R1 R1 R1 L2 L2 R1 R1 L1 L1 R2
Rear Steering - At Title screen press
R1 R1 R1 R2 L2 R1 R2 L2 L1 L2 R1 L2 L1
Mini Cars - At Title screen press
R1 R2 R1 R2 L1 L2 R1 R2 L1 R1 L2 L2 L2
High Suspension - At Title screen press
R2 L2 R1 R2 L2 L1 R2 R2 L2 L2 L1 R2 R1
Antipodean - At Title screen press
R2 R2 R1 L2 L1 R2 L2 L1 R2 R2 L2 R2 L1
View Credits - At Title screen press
L1 L2 R1 R2 L1 R1 R2 L2 R1 R2 L1 L2 R1

DUKE NUKEM: TIME TO KILL

Cheat Codes
Pause the game then enter any of the following...
Invincibility R2 L1 R2 ↑↓↑↓ SELECT SELECT
Inf. Ammo ←→←→ SELECT ←→←→ SELECT
All weapons L1 L2 ↑ L1 L2 ↓ R1 → R2 ←
All items R1 R1 R1 R1 R1 L2 L2 L2 L2 L2
All keys ↑→↑←↓↑→←→↓
Power-Up Guns →→←→→←→→← SELECT
Level select
Pause game and press ↓⊗↑. Quit the game and highlight the option at the bottom of the main menu. Use ← and → to select a level and ⊗ to play.
Rogue Trip FMV sequence
Hold L1+ L2+ R1+ R2 when the GT Interactive logo appears as the game loads

DRAGONBALL Z: ULTIMATE BATTLE 22

More characters
At the title screen press ↑△↓⊗←L1→R2. A new title screen appears, offering you five new characters to choose from.

EHRGEIZ

Alternate costumes
Hold ↑ while selecting a fighter in arcade mode.
Fight as Kouji Masuda
Complete arcade mode using a male fighter.
Fight as Clair Andrews
Complete arcade mode using a female fighter.
Fight as Yuffie Kisaragi
Complete arcade mode as Cloud.
Fight as Vincent Valentine
Complete arcade mode as Tifa.
Fight as Django
Complete arcade mode using the eight regular non-**Final Fantasy VII** characters.
Fight as Zack
Complete arcade mode using all **Final Fantasy VII** characters.

ESPN EXTREME GAMES

Money round
Pass through all the gates on a course to enter the bonus cash course, which consists of $5 and $10 gates.
Password Cheats...
Extra first race money
229 013 066 016 000 000 000 000 031
All vehicles
237 190 190 080 000 000 176 113 219
Final Race
254 071 216 094 085 177 112 104

EVERYBODY'S GOLF

Start a game without a memory card and hold L1+L2+R1+R2 before the title screen appears. Wait for the screen to flash and then quickly press
↑↑↓↑←→→←↑↑↓↑←→→←
before the logo stops bouncing.
Mirror Mode
When choosing a course, hold L1+L2+⊗.
Change Stance
When selecting a character, hold L1+⊗.

EXCALIBER 2555 AD

Pause the game then enter the following...
Full health △△△□□□□□
Full sword power △△□□○○○□
Skip level □○□△○△△△
Show collision boxes ○○○○○○○○
Then select 'Continue' and press ⊗ to activate the cheat. Note: Enter cheats one at a time.

FADE TO BLACK

Level Passwords

L1	□○□△×○□	L2	△○×○□○×
L3	×○×○□△×	L4	×□△○○△
L5	□○□△×□△	L6	△×○×○×○
L7	○○□△×△×	L8	□○□×△□□
L9	△×○×△○△	L10	×△□○□△×
L11	○□○×□○×	L12	×△×□○×○
L13	×○×○△○△		

Cheat Activation Code
Enter as□△○×○△ a password then exit before using entering the following passwords. Ignore any 'Invalid Code' messages after entering the codes.

Play All Movies	– □×○△○×
Infinite Shield	– □○○□△×
Invincibility Code	– △×△△□○
Level Select	– ○○△×□□

FELONY 11-79

Alternate camera view
Hold SELECT and press △ during play.
All vehicles
Delete any saved Felony games from your memory card. On the main menu hold △ on controller 2 and press R1+R2+L2+R2+L2+R1.

FIFA '96

Cheat Codes
Pause the game and select 'options' from the menu. Enter one of the codes below. Go back and highlight 'Resume Game', press S to get a secret options menu.

Code	Option
×××△□□□△	Invisible walls
△□×△××	Curve ball
△□△△△△△△△△	Super power
□□□□□△△△△△	Super goalie
□□□□□□□×	Super offence
△△△△△×△	Shoot defence
□△□×□△	Shoot out
□△×□△×	Stupid team
□□△△×××□□	Dream team

FIFA '97

Alter shadows
Go to instant replay mode and hold R1, use ↑ and ↓ to alter the length of the player shadows.

FIFA ROAD TO WORLD CUP '98

Unlimited Player Attributes
Press L1 L2 ⊗ ○ ⊗ on the player edit screen for infinite points to allocate to your players' skills.

FINAL FANTASY VII

Easy Chocobo races
Hold L1+L2+R1+R2 to race to easy victory.
Barret lucky sevens cheat
Get Barret to level 70 and equip him with the missing score and wizard bracelet, then give him the following:
5 x HP plus (1 star),Summon Phoenix (2 stars),Time (2 stars),Barrier (3 stars),Full cure(2 stars) and Destruct (3 stars). Using this combination Barret gets a HP of 7777 allowing him to inflict 7777 damage.
Produce 99 items
First you must have W-item materia and at least two of the items you wish to produce. When you are in battle, highlight the item you wish to produce and press ○○○⊗ then continue to press ○⊗ repeatedly. To increase your cash go to the chocobo sage's house and buy two sylkis greens. Use the method above to get 99 of them, then sell them all for 2500 gil apiece.
Enemy Skill Chocobuckle
You need to have the L4 suicide enemy skill. Go to the Chocobo stables and buy two Mimett greens. Go to the tracks near Mideel and wander around. Eventually a chocobo will appear. Kill off all but one of the enemies with the chocobo still there (you can feed it any greens apart from Mimetts up to this point).Feed the chocobo one of the Mimett greens and use L4 suicide on both the enemy and the chocobo. The chocobo will now use chocobuckle on the person who activated the L4 suicide.

FIGHTING FORCE

Cheat menu
Hold ←○L1 R2 at the main menu. Go to the options screen to select the what you require.

FIGHTER'S IMPACT

Alternate costumes
Highlight a fighter and hold ○+□ and press START.
Small characters
Highlight a fighter on the character selection screen. Then hold ↓⊗○ and press START.
Deformed characters
Push SELECT x10 at the title screen.
Paper cut-out style characters
Push →x10 at the title screen. **Stick figure characters**
Push ←x10 at the title screen.
Hidden characters
Complete the game four times.

FIRESTORM: THUNDERHAWK 2

Level Passwords

South America 1	
South America 2	
Central America	
Stage 1	PVH7CVEVEBDU44I
	63G1SU4AAVTE5DQ
	BFGPS1JUI7QE51Q
Stage 2	DRHVSV93EFDQ5LQ
	SFGTSU96AVTA4RI
	DRGPS1MQI7QA4L2
Stage3	3BH3SV6QEJD24UA
	U7GTSU96AVTM5M2
	SFGPS1IMJBQMS6I
Middle East 1	
Middle East 2	
Stage 1	4VHVS7TEQNDE4OA
	BFF9S1FU7HUE49Q
Stage 2	77HBS6N6QNDA51A
	CJF1S1667LUA5DI
Stage 3	23G1S69QQRDM4H2
	FFF0S16P7PUM47A
Stage 4	HRF0512L7TUISIQ
South China Sea	
Panama	
Eastern Europe	
Stage 1	URGPS1IA3BUE5QA
	93G5SD9UNGGE4OA
	L3GG4406VOEE5R1
Stage 2	M3F9S1LQ3FUA4NA
	VVG5SHUENGGA4SQ
	F7GK5S2QV0EA41A
Stage 3	ONF9S1FU3FUM4JA
	JNGH4CPUNKGM5TI
	27GK50UMV4EM58Q

FIFTH ELEMENT

Cheat Mode
Press L1 L2 R2 R1 SELECT at the main menu. When you start a game you can now access a level select, have unlimited lives, weapons, items, and can select all FMV sequences.

FORMULA I

Buggy Mode
On the Race Qualify screen in a Single Race, hold down SELECT and press →↑△←↑□△.
Bonus Extra Tracks
On the Race Qualify screen in a Single Race, hold down SELECT and press ←○○△△○↑→.
Lava Mode
On the Race Qualify screen in a Single Race, hold down SELECT and press □○↑→→○⊗.
Bike Mode
On the Race Qualify screen in a Single Race, hold down SELECT and press ↓↑○△←↑□△.
Gibberish Mode
On the Race Qualify screen in a Single Race, hold down SELECT and press ←○↑↓↓→○○□. This cheat makes Murray Walker talk gibberish.
German Mode
On the Race Qualify screen in a Single Race, hold down SELECT and press ↓↑←←□○⊗. Instead of Murray, you get a German commentator.

FORMULA I '97

Arcade hidden tracks & '60s mode
To reveal the hidden track in each arcade difficulty, you must come 1st in every race.
Cheats
To activate the cheats, simply select 'Grand Prix' from the main menu. Then choose 'Select driver'. Edit that driver's name,enter the following names...

VR graphics	VIRTUALLY	VIRTUAL
New sound FX	SWAP	SHOP
Big tyres	LITTLE	WEELZ
Wipeout mode	PI	MAN
Helicopter View		ZOOM
LENSE		
commentators	BOX	CHATTER
extra tracks	BILLY	BONUS
Raining frogs	CATS	DOGS
Round 16	OEAN	ALESI
	NEAN	ALESI
	PEA	ALESI
	QEAN	ALESI

Extra Views
When on the track, pull into the side and press SELECT on controller 2 to bring up the views menu. You must be on the track for this to work!

FORSAKEN

Cheats menu
On the main menu, highlight 'options' and quickly press ←→←⊗. This takes you to a global options screen with new 'Cheat options' at the bottom.

FUTURE COP: L.A.P.D.

Level Passwords:

L1	**TAFRGYBLRR**	L2	**CRGRGYBLRY**
L3	**FUMRGYBLRL**	L4	**SICUGYBLLI**
L5	**TAFUGYBLLR**	L6	**CRGUGYBLLY**
L7	**FUMUGYBLLR**	L8	**SIFYGYBISR**

GENSO SUIKODEN

Loads Of Money
Have at least 20,000 bits on your group and go to Rockland. Talk to the old lady that runs the cup and coin game and bet 10,000 bits. Don't bother trying to watch where the coin ends up. Instead, pick any cup when she has finished shuffling. If you pick the right one, you're lucky. If not, don't worry. Quit the game and then talk to the lady again. Bet 10,000 bits and pick the same cup the coin was under last time. You'll win. Quit the game and then talk to her again, bet 10,000 and pick the same cup. Keep repeating this and you will keep on winning.

GEX

Level Passwords

Cemetery	SVZFKHGP	BXRFYHGP
	ZVTCYHGP	
Jungle	KXVKRHKP	CVHCSHKP
	SVKLPHKP	
Toonville	CVBLPHKP	RVTCSHGP
	XVVBRHKP	
Kung Fu Land	YTCHPHKP	ZTDHPHKP
	DXVGRHKP	
Rezopolis	GYVYRHKP	
Rez	PZYPRXYL	

Various Pause Cheats
Pause then press and hold the R1 button and then enter one of these codes...
Infinite lives – ↑○△↓→○↓
Fire balls – ⊗↑→↑→→
Ice balls – ○○←↓○↑→
Electricity – →○△→○↓→
Super jump – ⊗○↑↑↓→→
Invincibility – ⊗□↓↓↑↓→

GEX 3: DEEP COVER GECKO

To use these cheats pause the game, hold L2 and enter the codes...
Invincibility – ↓↑←←△→↓
Gex quotes – ↓→←○↑→
(resume the game and press SELECT to hear Gex)
Debug menu – ↑○→↑←→↓
(resume the game and press SELECT)
Mission Control Vault
Get all four of the Vault Collectibles from the secret level to open the vault.
Vault codes
Once in the vault enter the following codes as passwords.
Eight Hit Paws
Square, Diamond, Triangle, Triangle, Star, Diamond
Extra life
Triangle, Circle, Star, Square, Square, X
Ten lives
Square, X, Circle, Circle, Triangle, Square
Invincibility
Square, Star, Triangle, Square, Triangle, Diamond
Play as Alfred
Square, X, Triangle, Square, Star, Star
Play as Cuz
Square, Diamond, Square, Square, Triangle, Diamond
Play as Rex
Square, Star, Star, Square, Triangle, Triangle
View FMV 1
Circle, Triangle, Square, Star, Diamond, Star
View FMV 2
Diamond, Star, Square, X, Triangle, Circle
View FMV 3
X, Diamond, Star, Triangle, Triangle, Circle
View all FMV
Star, X, X, Circle, Square, Triangle
Level select
Square, Circle, Circle, Triangle, X, X
Gex quotes
Square, Triangle, X Star, Square, X.
Press SELECT to hear various comments from Gex.
Debug menu
Square, Square, Diamond, Circle, X X.
Press SELECT to enter the debug menu.

GHOST IN THE SHELL

Mission select & FMV
Press R2 R1 ○○↓↑○○R2 R2 on the main menu.
Hidden Motoko Kusangi picture
Finish all missions without continuing to view a bonus picture after the end credits.

GOALSTORM

Special Konami Team
Enter ↑↑↓↓←←→←→⊗⊗ at the 'Press Start' screen displaying the two footballers. Use controller one for the home strip and controller two for the away strip.

G-POLICE

Level Passwords
Disc 1

EGLFXHBA	CNBYNSRI	SXTHKIFA
EGGTATVI	QYPZZAIA	ISZVLOYI
KFWBRYLA	IWLQTDNA	OHQQGADJ
ORWBKODJ	QKKINTPA	SFHEKBRA
OHGLURSA		

Disc 2

AQFTEFHC	UYPOKIAL	AQDBCXPC
UQNOGDUC	GUZCYSLL	EIPQRUTC
MSTLKBCD	YWFACRTL	YGIVXAID
SFBYLYDC	IUVKNYYB	CZRWEIXB
KJYBKWSB	GHLOMXFK	RQOHYJEK
KVFAFLNB	AKANGLIB	WLLVEKFB
OJHQDBQJ	SZHBSNZA	GXUGMHKJ
EJYZXTIJ		

Invincibility
Hold down L1+L2+R1+R2+○+△+□ and press ← during the mission briefing.
Note: the game will not progress past the current mission when this cheat is enabled.
Fast Traffic
Enter BENIHILL as a password.
Enable Sirens
Enter WOOWOO as a password.
Bonus Camera Angle
Enter SUPACAM as a password.

G-POLICE 2: WEAPONS OF JUSTICE

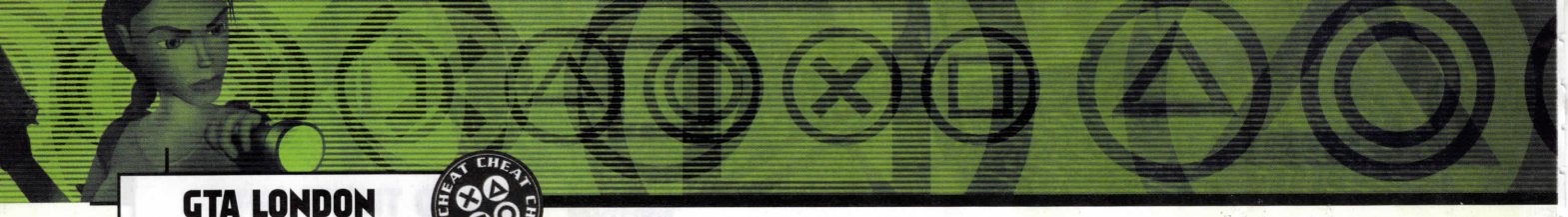
Unlimited Ammunition
Start a new game, hold L1+L2+R1+R2+○ at the weapons screen and you'll hear a sound to confirm correct entry.

GRAN TURISMO

Arcade mode (extra tracks)
To reveal an extra four tracks, you need to gain all three license classes (A, B and C) on the first four tracks. Win on: High Speed Ring, Trial Mountain, Grand Valley East and Clubman Stage 5. This will give you: Autumn Ring, Deep forest, SS R5 and Grand Valley Speedway.
Extra cars (Japanese version only)
As you complete each new (the ones above) track, you'll receive an extra car dealer to choose from. Autumn ring – Aston Martin, Deep Forest – Chevorlet, SS R5 – Chrysler Corporation and Grand Valley Speedway – TVR.
Extra cars (European version)
As above, but the dealers are different: Autumn Ring – Toyota, Deep Forest – Subaru, SS R5 – Dodge and Grand Valley Speedway – TVR.
Arcade mode ending movie
(Normal mode) In order to open up the end sequence, you must win all eight tracks on all three classes.
GT Hi-Fi
(Hard mode) The final bonus item in arcade is this higher resolution mode, although there are only three tracks to race: Clubman Stage Route 5, Special Stage Route 5 and Special Stage Route 11. To get the GT Hi-Fi mode win the Gran Turismo World Cup.

GRAND THEFT AUTO

Cheat modes
Enter the following names in place of the chosen character's name...
BSTARD – all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail card and a lot of police on your tail (Most wanted level)
THESHIT – all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail
MADEMAN – all weapons, unlimited ammo, level select, armour, get out of jail.
GROOVY – all weapons, unlimited ammo, get out of jail card.
EATHIS – Most wanted.
BLOWME – Displays coordinates.
CHUFF – No police.
TURF – All cities.
CAPRICE – All cities (1&2)
WEYHEY – Instant 9,999,990 points and skip.
FECK – Liberty City.
TVTAN – Liberty City and San Andreas.
URGE – All except Vice City 2, unknown other effects (find out faithful readers eh?).
HANGTHEDJ – Instant 'Meet the Boss bits', follow the red arrow.



GTA LONDON

GRAND THEFT AUTO: MISSION PACK #1, LONDON 1969

Cheat Codes
Enter the following as player names...
HAROLDHAND – All levels , all weapons, 'Get Out of Jail Free' card, armour, co-ordinates, 9,999,990 points, 5x multiplier, no cops, 99 lives.
GETCARTER – All levels, all weapons, 'Get Out of Jail Free' card, armour, co-ordinates, 5x multiplier, 99 lives, maximum wanted level.
TOOLEDUP – All weapons, 'Get Out of Jail Free' card, armour.
FREEMANS – All levels, all weapons, 'Get Out of Jail Free' card, armour, 5x multiplier.
DONTMESS – All weapons, 'Get Out of Jail Free' card, armour.
SORTED – All levels, all infinite weapons, 'Get Out of Jail Free' card, and armour.

RAZZLE	All levels.
READERWIFE	All levels.
MAYFAIR	London levels 1 and 2.
PENTHOUSE	London levels 1 through 3.
SIDEBURN	5x multiplier.
MCVICAR	99 lives.
BIGBEN	9,999,990 points.
SWEENEY	Co-ordinates.
OLDBILL	Maximum wanted level.
GRASS	No cops.

Crawl Under Fences
Take a vehicle that you can crawl under and park it next to a fence. Go to the back and press R1 to crawl under. Make sure you can get back though!

GRAND THEFT AUTO 2

Getting rid of cops
Go to the territory of the gang you are working for and your gang will kill the cops.
Level select
Enter ITSALLUP as a player name.
All weapons
Enter NAVARONE as a player name.
No police
Enter LOSEFEDS as a player name.
Display coordinates
Enter WUGGLES as a player name.
Debug basic scripts
Enter NOFRILLS as a player name.
Extra money
Enter MUCHCASH as a player name.
Unlimited energy
Enter LIVELONG as a player name.
Maximum wanted level
Enter DESIRES as a player name.
5x multiplier
Enter HIGHFIVE as a player name.
10 million points
Enter BIGSCORE as a player name.

GUNDAM 0079

Invulnerability
Scene 1 – △△△△○✕△✕
Scene 2 – ○○△△○✕△✕
Scene 3 – ○✕△△△○○△
Scene 4 – ✕✕△△△○○△
Scene 5 – ○✕△△△○○△
View Entire Game
Enter ✕○△△△○○△ and select 'playback' in the options menu.

GUNSHIP

Invulnerability
Once you've received your mission orders at the loading screen featuring the helicopter, press and hold L1+R2+L1+R2 until the mission begins. You'll see the word 'CHEAT' appear

HARDCORE 4 X 4

To use these codes start a Time Trial and select Edit Details. Then choose Edit Name and enter any of the following...
Choose Race Class
MAINLINE
Raining Frogs
RAINFROG **Secret Asteroids**
DUTCHMAN. (keep pressing △ until you can select Options from the first menu. Select Credits and you will be warped off to a special game of Asteroids)

HEART OF DARKNESS

Level Select
Turn on the PlayStation whilst holding down the shoulder buttons on pad two. With the buttons still held down, select 'Options' from the main menu. Select 'Load Game' to choose any level.

HEXEN

Cheat Menu
Enter the options menu and select 'Pad config'. Hold R2 and press →↓→△✕. Begin playing and pause the game to find a cheat selection.

HIVE (THE)

Passwords
Choose 'Load Option' from the Main Menu and when the game tells you that it can't find any files (assuming you haven't got a memory card plugged in), the Passwords option will appear. Enter the following to get to the desired level:

Level 1	n/a	Level 2	IV73
Level 3	AMQ3	Level 4	NGH3
Level 5	ZN03	Level 6	WVQ3
Level 7	HC13	Level 8	1EZ3
Level 9	UVM3	Level 10	TZ93
Level 11	U6Q3	Level 12	2QJ3
Level 13	KLS3	Level 14	2XS3
Level 15	81H3	Level 16	8HU3
Level 17	J5V3	Level 18	VIH3

HOT WHEELS: TURBO RACING

Unlimited turbos
Press R2, L1, ○, △, R1, L2, L1, R2 at the main menu. A sound will confirm correct code entry.
Small cars
Press ○, R2, L2, △, △, L2, R2, ○ at the main menu. A sound will confirm correct code entry.
Large tires
Press ○, △, ○, △, R1, R1, L2, L2 at the main menu. A sound will confirm correct code entry.
Towjam car
Press ○, △, L1, R1, L2, R2, ○, △ at the main menu. A sound will confirm correct code entry.
Flat shaded graphics
Press L1, R1, L2, R2, L1, R1, L2, R2 at the main menu. A sound will confirm correct code entry.

HYPER FORMATION SOCCER

100% Fitness
Choose the Exhibition mode. Before the start of the match, select Team Condition. On this menu, press →↑←↓○.
Extra Teams
On the main menu, hold R1+L1+⇨+○ and press △,✕ to get two extra teams.

INDEPENDENCE DAY

After entering one of these passwords enter the game selection screen and quickly press... ←→○△△↓

Plane select	MR HAPPY
City select	FOX ROX
Invincibility	LIVE FREE
Item options	GO POSTAL
Kill Civilians/Wingman	GODZILLA
Extra options	TOURIST
Cheat mode	DAB DAB

Level Codes
Go into the options menu and select the normal difficulty level for the game. Then, without a memory card in the slot, select the load game option and enter any of the following codes:

Washington	DBKMO
New York	GBKMX
Paris	LLSMX
Moscow	NL9MX
Tokyo	R39NF
Oahu	T59MX
Las Vegas	Z99MZ
Mothership	399MH

INDY 500

Extra menu item
Press ○✕△○ three times at the title screen.
Drag race
For one player mode, highlight the 'Qualify' option on the Indy 500 mode screen and hold L1 L2 R1 R2+START. For two-player mode hold L1 L2 R1 R2+START at the handicap screen.
Alternate replay views
Hold SELECT and press L1, L2, R1, R2, △, ○ or ✕ during the replay.

IRON MAN X-O MANOWAR IN HEAVY METAL

Passwords
These will let you have full armour, boost, weapons and 99 lives.
On the password screen, enter one of these...
1P End CO4A7707777777777777777777
2P End CO2A77X77777777777777777

ISS DELUXE

Dog Tricks
To transform the referee and linesmen into dogs press ↑↑↓↓←→←→✕○ on the title screen.
Overhead Flick
Run left or right while using the ○ button then take your finger off the direction buttons and press the ✕ button along with ○ to flick the ball over your head.
Juggling
Tap the ✕ button to flick the ball up into the air, then press ○ to keep juggling it.
Two-Handed Shove
Press the direction (while next to the player you wish to shove) together with ○ and △.
Shoulder Barge
To perform the shoulder barge, press ○ and △.

IRON & BLOOD

Play as Avatar
On the character select screen, hold ← and press ○. Release, then press → and ○. The cursor will be in bottom left corner and you play as Avatar.
Big fight
Type these combinations on the character select screen for extra players...
Lord of Chaos – ↑↖←↙↓△✕
Minion of Chaos – L1 L2 R1 R2 ↑ ✕
Minion of Order – ←○→○
Strahd – ↑→↓←R1 R2 L1 L2

INCREDIBLE HULK

Level Passwords
Castle
Easy – 70000F630A
Medium – 60080FFB85
Hard – 80100F8401
Ice
Easy – A0000A352F
Medium – 90080ACDAA
Hard – B0100A5626
UFO's
Easy – C000010759
Medium – B008019FD4
Hard – D010012850
Maestro
Easy – 300006D8BD
Medium – F01005616D
Hard – 101005F9E8

IN THE HUNT

Extra Credits
Press and △+SELECT when you loose your last life. Keep the buttons pressed and press START for five extra credits. Alternatively, if you press START on controller two before you die you gain some extra lives.

INTERNATIONAL TRACK AND FIELD

Change Swimsuits
On the Game **Select** screen, highlight 100m Freestyle and then press ↑↑↓↓←→←→✕○.
In place of swimsuits, the swimmers wear bikinis.
Hide Gauges
Enter any event and pause the game. Press and hold L1 L2 R1 R2 ○✕△○. While still holding the buttons, press ↑ or ↓ repeatedly to get the gauges to move off the screen.
Space Shuttle
During the pole vault event, clear the qualifying height (4.5 metres). On the second attempt, set the pole to 5 metres and clear the jump. On the next pole setting, a space shuttle will fly by.
T-Rex
Get a distance that is composed of all the same digits (for example, 55.55) in the shot put event. A huge T-Rex will visit the stadium.
UFO
Tap a Run button once and you'll begin jogging towards the foul line. As soon as you see the angle meter appear, press and hold the Angle button (get it to go above 73 degrees). As soon as the meter rises, begin pressing the Run buttons rapidly. Make sure you're at a high speed and let go of the javelin before the foul line. If you get it right, you'll hear some noises and a UFO will fall... with your javelin protruding from it!
Birds
Get a distance that matches metres and centimetres (for example, 23.23) in the discuss event to see a flock of birds.
Gopher
Match the last three numbers of your distance in the triple jump and you will see a gopher.

IMPACT RACING

Disco Fever
After completing the game, you're rewarded with not merely an FMV sequence, but a clever extra feature: the Virtual Jukebox. This lets you take out and replace the game disc with any music CD and watch a load of coloured patterns on the screen which react to the beat. Press START see the music track information and ← or → to change tracks. To go directly to the jukebox from the start, input the code JOURNEYS.END when you're on the password screen.
Debug Mode
Enter RABBITBADGER on the password screen to make 'Debug Mode' appear at the bottom of the main menu.
Full Weapons
Enter ALL.TOOLEDUP as a password.
Bonus Levels
Enter BONUS.LEVELS as a password.
Infinite Ammunition
Enter LOADSOFSTUFF as a password.
Final Stage
Enter endgamelevel as a password.
Invincibility
Enter I.AM.IMORTAL as a password.

ISS PRO '98

Classic All-Star players
Highlight the "Exhibition" option and press ↑↑↓↓←→←→○✕ – you should hear clapping to confirm. When on the team select screen, hold L1+R1 and press ✕.
Play as the Same Teams
Highlight the "Exhibition" option and press ↑↑↓↓←→←→○✕, you should hear clapping to confirm. On the team select screen, highlight the required country with controller one and hold L1 + R2. Highlight the same team with controller two then release the buttons.

JAPAN PRO WRESTLING

Access Great Muta
From the title screen, press ○⇨△⇧○⇦✕⇩✕⇩○○⇦△⇧○⇨ß. Then, from the character select screen, highlight Keiji Muto (the third character down) and press SELECT to get the hidden character Great Muta.
Access Power Warrior
At the title screen, press ○✕○✕○△△⇧⇩⇦⇨ SELECT. Then, from the character select screen, highlight Kensuke Sasaki (the seventh character down) and press SELECT to access Power Warrior.
Access Kero-Chan
Press L1 L1 L2 R2 R2 R1 △ ⇩ ✕ ⇧ SELECT at the title screen. Then, from the character select screen, highlight Tenzan (the third character from the bottom) and press SELECT to gain access to Kero-Chan (the fight

MACHINE HUNTER

announcer).
Access Tiger Hattori
From the title screen, press ⇧⇩⇦⇨△✕○○ L1 R1 L2 R2 SELECT. Then, from the character select screen, highlight Kanemoto (the second character from the bottom) and press SELECT to access Tiger Hattori (the ref).

JEREMY MCGRATH SUPER CROSS '98

Reversed tracks
Enter SHOWTIME as a name.
Automatic saved game loading
Enter MCGRATH as a name.
Mirrored tracks
Complete the season in first place using the reversed tracks.
Yamaha YZ80 bike
Finish the first race in first place using the advanced mode. To race Jeremy one-on-one, win the very first race on the advanced mode.

JET RACER

Unlock All Tracks
Go to the Options Screen and set the Difficulty to Amateur. Then set the Trophy Presenter to male. Then return to the Main Screen by pressing START and enter the following on the Player 1 pad:
↑→↓←↑→↓←.
Now return to the Options Screen by going left once and pressing ✕. Set the difficulty to Professional. Then set the Trophy Presenter to Rider's Choice. Return to the Main Screen by pressing START and enter the following on the Player 1 pad:
↑←↓→↑←↓→.
(Opposite of first sequence.)
You gain access to these only after you've unlocked all tracks by winning a Full Season at Professional level. Once you accomplish this, a bubble will appear on the title screen that says "Codes Enabled".
Now each time you beat the game with a different team, you will be given a code by that team. Each team has two codes, and there is a final code presented by the crew from Singletrac themselves.
Super Agility: ↓○←1←→←→.
Zero Resistance: □L1△→ L1↓ R2△
Double Stunt Pts: →↑○L2△○R1R2
Show off camera: △↓□△ L1L1 R1R1
Air Brakes: R1R2→L2↑○↑○
Rocket Racer: △↑↑L2L2↑↑↑
Unlimited Turbos: △○→R2↑□↑△
Ice Racing: ↑R1R2→L1□→→

JERSEY DEVIL

Extra lives
Enter the Overworld and jump up to get the extra life from the top of the fountain. Now pause the game and check your status, then unpause and another free life will be on top of the mountain. Repeat this to get as many lives as you want!

JOHNNY BAZOOKATONE

Level Select
Enter KRISTIAN on the password screen for a level select option.
Invincibility
On the password screen enter PILCHARD to become invincible.
Bonus Level
At the beginning of the first level you start at the wall. Go to the right side of the wall (where it stops) and then jump up while holding ←. You will jump onto a secret walkway. Walk to the left and jump up again. You will enter the bonus level. Losing a life in the bonus level does not affect your lives in the game, so just collect as much as you can get. When you have 1,000 music notes collected, you will get an extra life.
Passwords
Enter the following codes at the password screen to get to the desired level:

Hotel	AFLEAPIT
Restaurant	TEASPOON
Hospital	SEDATION

JONAH LOMU RUGBY

Special tournaments & teams
If you win the territories cup, don't quit – select Play and you get an extra league with the British Lions, World XV, and Barbarians. When you've won that, select Play again and you get some funny sides including Team Lomu (an all Lomu squad), Rage All- Stars and a Codemasters team.

JUMPING FLASH

Start on any world
On the title screen, press the following buttons to enter any world/stage:
↑↑↓↓✕✕←→←→✕△✕△. If done correctly, the screen should turn red. Now press start and use left and right to select a level.

JUMPING FLASH 2

Rachel as support
On the title screen, press ←→ R1 L1 L2 R2 ↑↓△ SELECT, SELECT a character from support AI.
Tex as support
On the title screen, press ↑↓L1 R2 R1 L2 ←→ SELECT, SELECT a character from support AI.

JUPITER STRIKE

Top View
Press START to pause the game, press the START button again and hold for ten seconds, and then press L1 and START at the same time. You will get a bird's eye view of the action.
Side View
Press START to pause the game, press the START button again and hold for ten seconds, and then press L1 and START together. The action will then be viewed from the side.

KENSEI: SACRED FIST

Extra Fighters
Play the game in normal mode to get the following characters.

Akira	Complete the game with Yugo.
Quigtao	Complete the game with Yuli.
Cindy Douglas.	Complete the game with
Steve	Complete the game with Allen.
Arthur	Complete the game with Ann.
Kornelia Heniz.	Complete the game with
Sessue Hyoma.	Complete the game with
Mark David.	Complete the game with
Genya	Complete the game with Saya.

Zhou
Complete the game in normal mode with all nine initial characters. Complete the game again with any of the initial characters.
Kaiya
Complete the game in normal mode with all nine initial characters. Complete the game again with any of the bonus characters.
Jelly/Billy
Complete the game in normal with Kaiya.
Fight as Kazane
Complete the game in normal with Zhou.
Extra mode
Unlock all twenty-two characters.

KKND: KROSSFIRE

Missions	Level	Password
Evolved	End	KQULLZ
Survivor	End	GTH6JZ
Series 9	7	MHICYZ

KLONOA: DOOR

To Phantomile
Balue's Tower (Extra Vision) bonus level
Save all 72 Phantomilians.
Music test
Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.
Control title screen
Press L2 and R2 at the title screen to blow the leaves off the screen.
Level select
Complete the game, then return to the title screen. **Select** the "Continue" option, then select "Vision Clear".

KING OF FIGHTERS

Extra characters
When you are in the character selection screen, select Team edit and enter this code: ↑□△↓✕. Omega Rugal and Saisyu Kusangi should appear.
Boss code: Choose team edit "Yes". Hold start while pressing: ↑○→□←✕↓△. If it's not working, try it again.
Win demo code: This code lets you turn off the end of battle victory picture. Go to options and then to configuration screen. Press L1 + L2 + R1 + R2 simultaneously. You should hear beep and the win demo will pop up.
Escape code: This enables you to exit the game at any time (except during loading) to the main menu. During play, hold ○ □ ✕ △ and hit select. The menu will appear.

KING OF FIGHTERS '96

Fight as Bosses
Hold START and press ↑○→□←✕↓△ at the character selection screen in any mode. Chizuru Kagura will be selectable to the right of Clark and Goenitz will also be to the left of Athena.

KILEAK THE BLOOD

All Items
At the title screen, where the little objects congregate, press ○ six times then rotate the controller three times clockwise from →. Then hit △□□△✕ START This starts you off with all the items.
Invincibility
When the intro screen appears, push △△←→□□ SELECT L1 L2 R1 and R2 three times in less than five seconds. This cheat will make you invincible.

KNOCKOUT KINGS

Box as a bear
At the main menu, press →□→△→○→✕. If you entered the code correctly, you will hear a sound. Select any boxer to fight as a bear.
Big head mode
At the main menu, press ←○←△←□←✕. If you entered the code correctly, you will hear a sound.
Regain energy
When given a choice to hit the heavy or speed bag between fights, hold L1 + L2 + R1 + R2 to regain two to eight points of energy, depending on how long the buttons are held.

KRAZY IVAN

Level Select
First start a normal game. Then pick Russia at the mission choice screen. After choosing Russia, press ⇨⇦⇩✕. You will then be able to access the level of your choice.

LEGO RACERS

NEW

No Chassis or Bricks
Create a new driver in build mode and enter NCHSSS as a name at the make license screen.
Turbo Mode
Create a new driver in build mode and enter FSTFRWRD as a name at the make license screen.

LIBERO GRANDE

Play as Gregorio Zonaras
Beat arcade mode on the normal difficulty setting.
Play as Arnold Lang
Score over 10,000 points in 'Challenge 9' mode.
Play as Ruprecht Goes
Unlock the last three options in 'Challenge 9' mode.
Play as David Magellan
Score over 11,500 points in 'Challenge 9' mode on all difficulty settings.
Play as Maurice Poulenc
Achieve an overall accumulated score of 100 with Brazil in 'vs CPU' mode.
1998 World Cup France mode
Select 'International Cup' and highlight the 'New Game/Continue' option. Then, hold ✕ + SELECT + ○ + START and press △. Now all teams will be exactly the same as in the 1998 World Cup France Final.

LIFEFORCE TENKA

Full Weapons
Pause the game and while holding down L1, enter the following code: R1△ R1△□R1○□□. You can now select all of the weapons from the pause menu.

LIVEWIRE

Level Select
Hold △ and press ←↓↑→← at the level selection screen. Press ↑ or ↓ to choose a new starting level on any world.

LOADED

Cheat Codes
During the game, press START to get to the in-game options menu. Once there, hold down L1 and L2 for about ten seconds. Keep holding these buttons and press the sequences below to activate the cheats. There will be some new menu options. Highlight the required effect by pressing ⇧ or ⇩ and pressing START.

Extra health	⇨⇨⇦⇩⇩⇧△○
Extra ammo	⇩⇨○⇦⇨○
Power-up	⇨⇩⇨△
Extra lives	⇦⇩⇨△□✕○
Smart bomb	R1 R2 ✕△□○ R1 R2○○○
Skip level	✕R1△ R1□○R2 R2 ✕□△✕
Level select	⇧⇨⇩⇦△○✕□✕△□○

LMA MANAGER

Win every game
Enter IVOR INVINCIBLE as a name. A cheer will confirm correct code entry.
£500 million
Enter KING MIDAS as a name. A cheer will confirm correct code entry.
Player skills at 90%
Enter THE BEST as a name. A cheer will confirm correct code entry.
Any player will join your club
Enter NORTH AND SOUTH as a name. A cheer will confirm correct code entry.
Quick stadium building
Enter QUICK DRY CEMENT as a name. A cheer will confirm correct code entry.
Quick injury healing
Enter WITCH DOCTOR as a name. A cheer will confirm correct code entry.
Next game automatically planned
Enter BACKSEAT MANAGER as a name. A cheer will confirm correct code entry.
Rainy weather
Enter WET WET WET as a name. A cheer will confirm correct code entry.
Sunny weather
Enter DRY DRY DRY as a name. A cheer will confirm correct code entry.
Sunny weather on all days
Enter FACTOR 25 as a name. A cheer will confirm correct code entry.

LONE SOLDIER

Invincibility
Pause the game and press ⇧⇦○△⇧⇦ to become invincible.
Skip Level
Pause the game and press ⇩⇨○△⇩⇨ to skip the level.
All Weapons
To gain all the weapons and maximum ammunition, pause the game and press the sequence ⇨⇩○△⇧⇨.

LOST VIKINGS 2

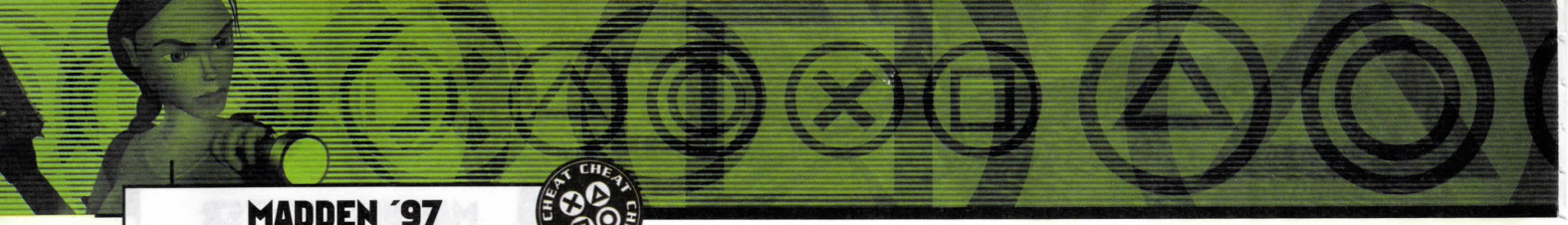
Infinite energy
Input this code on the password screen (select 'load game'): CH3T. You can now start a new game or enter a level password to play with infinite energy.

LOST WORLD: JURASSIC PARK

For a cool Level Skip, simply press: □✕○△△✕□○△○✕□.
This must be entered three times to work.

MACHINE HUNTER

Enter on the password screen...
Unlimited continues – **URANUS**
One hit kills – GRIMREAPER
Demo droids – DEMODROIDS
Super cheat
Go to the password screen. Enter host as a



MADDEN '97

password. Go to the options screen and highlight 'cheat'.

MADDEN '97

Special Teams
When in Exhibition mode, hold L2 and R2 to make a random selection of teams. Keep repeating this and eventually you will land on one of the special teams. These include Tibourn, EA Sports, All Pro, All 80s, All 50s and All 60s. If you pick an old team like the 68 Colts, 71 and 72 Dolphins, or 69 Chiefs, you will have a better chance of landing on one of the special teams.
Block Every Field Goal
In 3-4 formation, choose 54 Angle Man (on the top row, using ⊗). Choose to be the nose tackle (in the middle of the defensive line). When the computer snaps the ball, run straight down towards the kicker to block the kick.
View Movies
During loading, while the Sony PlayStation symbol appears, hold R1 and L1 for around a minute and you will get to a screen from which you can select various movies.
Secret Teams
Go to User Records and enter TIBURON as your name. Go back to the team selection screen and you will be able to choose from various new teams.

MADDEN '98

Hidden teams
At the create a player screen (via front office menu) enter the following names (and save created players) to gain access to hidden teams.
EA sports team – ORRS HEROES
Tiburon team – LOIN CLOTH
All time leaders – LEADERS
All time all Madden – COACH
All 60s team – PAC ATTACK
All 70s team – STEELCURTAIN
All 80s team – GOLD RUSH
NFC Pro bowl – ALOHA
AFC Pro bowl – LUAU
Hidden stadiums
At the create a player screen, enter the following names for hidden stadiums. After entering the code and saving the player, go to the stadium select screen and scroll down until you find the new stadiums.
Astrodome – JETSONS
Cleveland Municipal stadium – DAWGPOUND
Oakland Coliseum – SNAKE
Tampa Bay stadium – BIG SOMBRERO
Orange Bowl – DANDAMAN
RFK Stadium – OLDDC
Tiburon Stadium – SHARKSFIN
Old West – GHOST TOWN

MADDEN '99

Extra teams
On the code screen enter one of the following to get the extra team:

NFC Pro Bowl	**BESTNFC**
AFC Pro Bowl	**AFCBEST**
All-Madden	**BOOM**
All-Time Stat Ldrs	**IMTHEMAN**
60s Greats	**PEACELOVE**
70s Greats	**BELLBOTTOMS**
80s Greats	**SPRBWLSHUFL**
90s Greats	**HEREANDNOW**
All-Time Greats	**TURKEYLEG**
75th Anvsry Team	**THROWBACK**
NFL Eqmnt Team	**GEARGUYS**
1999 Clevlnd Brns	**WELCOMEBACK**
EA Sports	**INTHEGAME**
Tiburon	**HAMMERHEAD**

Extra stadiums
On the code screen enter one of the following to get the extra stadium:

EA Sports	**EA_STADIUM**
Tiburon	**OURHOUSE**
Cleveland	**DOGPOUND99**
RFK	**THEHOGS**
Original Miami	**NOTAFISH**
Original Tampa	**SOMBRERO**
Original Oakland	**STICKEM**
Astrodome	**FOR_RENT**

MAGIC CARPET

Cheat Mode
On the Options screen, press △△○□△○△○. You can now select any level. Furthermore, by pausing the game and pressing ○ you get more mana, △ gets you all available spells while ○ restores the world.

MAX POWER RACING

Cheat death
An unfortunate side effect of driving off a cliff is Game Over in this racing fray. If you find yourself falling to your death, R1 and L1 replace the car on to the track.
Reverse tracks
Successfully complete all thirty tracks to race any of the tracks in the opposite direction.

MAGIC THE GATHERING: BATTLE MAGE

Win all duels
Save a tome to a memory card. START a campaign or load one up. Play until you duel with another wizard. Press start and select to bring up the quit menu when the duel has loaded. Press △ to reset the game, then select duel from the main menu. Load up your tome from the memory card, or for the computer wizard select all lands from the CD ROM.
Select the duel symbol on the crashed screen, fight the duel and when you win you'll return to the campaign. Save the game and repeat the method to win all duels.

MARVEL SUPER HEROES

Unlock Doctor Doom
Complete the arcade game at the default settings. Save the game and input this code on the character select screen: tap ↓ then press and hold ↓, fierce kick, medium kick and light kick (in that order). When all the buttons are held, you'll hear "Captain America", but Doctor Doom will be selected.
Thanos
To play Thanos, enter the following code: tap ↑ then press and hold ↑, fierce punch, medium punch and light punch. When all the buttons are held, you'll hear "Spider man" but Thanos will be selected.
Anita
When both the characters above are enabled, you can input this code to play as Anita. Press ↑→↓←↑→↓← then press and hold ↑, light punch, medium punch, fierce punch. When they're all held, Anita will appear.
Change clothes
Simply hold ↓ if the character is at the bottom of the select bar, or ↑ if they are at the top to get their alternative costume.
Floor fighter
Press SELECT when the battle is over. You can now move about the screen and give a few digs to the characters on the ground to relieve some frustration.
Taunting move
Tap ↓↓+ SELECT to activate taunt moves.
Pumpkin fight!
When you have activated a reality gem, you can press select to throw laughing pumpkins at your opponent.

MARVEL SUPER HEROES VS STREET FIGHTER

Cheat Menu
Quickly press R1○←△△ on the main menu.
If you have the Japanese version then press L1, ⊗, ←, ○, ○ on the main menu.
Fight as Armoured Spider-Man
Highlight Spider-Man on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as Mephisto
Highlight Omega Red on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as US Agent
Highlight Vega (M Bison) on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as Shadow Charlie
Highlight Dhalsim on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as Mega Sakura
Highlight Hulk on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as Mega Zangief
Highlight Blackheart on the character selection screen, then hold SELECT and press any Punch or Kick button.
Fight as Grey Hulk
Enable the 'Fight as Mega Sakura' code and pick Hulk as her partner.
This colour code should be universal for all characters.
Fight as Same Character
Complete the game once. The same character may now be chosen by both players on the character selection screen.
Exploding Dan
Hold WP after selecting Dan as your first character. Release the button after the word 'Fight' disappears.
Extra Jumps for Norimaro
Select Norimaro, then press Weak Kick + Medium Punch + Heavy Kick on the versus screen until the round begins. Norimaro will now be able to jump four times in the air.
Faster game
Select any character, then hold Weak Kick + Medium Kick + Heavy Kick until the word 'Fight' disappears.
Bonus options
Complete the game without losing any rounds. Additional selections will appear on the options menu, including higher game speed and full combo meters.

MASS DESTRUCTION

To gain access to all the levels, enter this password – TTTTTTTTTTTGP.

MECHWARRIOR

Enter the codes at the password screen. You'll hear a voice to confirm correct entry.

Code	Effect
#AXO/A4YYA	Cruise control throttle
##XO/A><UZ	Invincibility
T<XO/AXA<=	Unlock all missions
T/XO/AZ<#*	Extra mech (elemental)
#/XO/A4<LY	Extra mech (tarantula)
T#XO/AX<<<<	Extra chassis variants
#OXO/A>>O/	Overweight mechs
TOXO/AX>TU	Unlimited ammo
#XXO/A4>Y+	Heat tracking off
TXXO/AZ>+X	Unlimited jet juice
#YXO/A>YOL	Jump jets on all mechs

MEDAL OF HONOR NEW

Commit Suicide
During the game press R1, R2, L2, R1, R1, R1, R2, L2, L1, L1, L1 then quickly press ○. Your player should explode and say 'What did you do that for?'.
Cheat Passwords
Enter these passwords for the desired effect. Note that you can only use the cheats on levels that you have already completed.

Cheat	Password
Invincibility (Audie Murphy mode)	MOSTMEDALS
Unlimited Ammo	BADCOPSHOW
Rapid Fire	ICOSIDODEC
Reflecting Shots	GOBLUE
Wire Frame Mode	TRACERON
American Movie Mode (English speech)	SPRECHEN
Captain Dye mode	Enter CAPTAINDYE as a password, during the one player game your health isn't reset to 100% at the beginning of each level. Playing the game in this mode results in a different path to acquiring the various medals and unlocking the multi-player characters.

Extra Multi-player Characters
Enter these passwords to unlock a load of extra characters for the multi-player game.

Character	Password
Winston Churchill	FINESTHOUR
William Shakespeare	PAYBACK
Werner von Braun	ROCKETMAN
Wolfgang	HOODUP
Noah	BEACHBALL
Otto	HERRZOMBIE
Evil Colonel Muller	BIGFATMAN
Velociraptor	SSPIELBERG
Bismark the Dog	WOOFWOOF

MISSION: IMPOSSIBLE NEW

Cheat Passwords
To enter these codes go to the Load Game screen and select 'Passwords'. When you enter the codes ignore any error messages.

Cheat	Password
Super jumps	BIONICJUMPER
Disable AI	SCAREDSTIFFF
Turbo mode	GOOUTTAMYWAY
Slow motion mode	IMTIREDTODAY
View FMV sequences	SEECOOLMOVIE
Programmer message	TTOPFSECRETT

Level Passwords
To enter these codes go to the Load Game screen and select 'Passwords'.

Level		Possible	Impossible
2	Subpen	ABEMJQLNVTPG	HILKJTKUMLBF
3	Embassy Function	OGLIESHVIRLL	PMCQEQPJQQDQ
4	Warehouse	OQRFFSITJMNI	KNDPFTPLQYDO
5	KGB HQ	EHNJHSURWJMP	LDEESUVPRWGB
6	Security Hallway	GDPSISJOWUAN	LFERHGVRXJGP
7	Sewage Control	GGHIHSJVWRML	LBEHSFVNRTGG
8	Escape (Security Hallway)	GQOFISKTLMAI	LPEKSMVQXOGC
9	Escape (KGB HQ)	IGCJMJMVMRBL	NIQNKRQUSLHF
10	Fire Alarm	IQDSNJNTOMCI	NQQQKLRHSNHJ
11	Interrogation (Int. Room)	IJENMUNHONCJ	AMRQMQSJNQPQ
12	Interrogation (Hallway)	IMQPNHNKOSCM	BBMENISNNTKG
13	Interrogation (Infirmary)	PBFROUOPPWDB	CENHOQGWIVLD
14	CIA Rooftop	PMGKPUPKQSDM	CINKPTGUILLF
15	Terminal Room	PJGNOUPHQNDJ	BQMMTUGHUNKJ
16	Rooftop Escape	KEJPPUPSRKEE	BOMNOGGVURKL
17	Station	HDGGFPKQMOBC	MEPHFQTWVVJD
18	Train Car (Find Candice)	IGILGPMLMYBO	MIPKGTTUVLJF
19	Train Car (Search for Max)	HDGOFTKQMOBC	FLNNEPTITPIK
20	Train Roof	IGJDGTMLMYBO	MGNQFHTKTSIM
21	Subpen	NGHSMGQTXMGI	DHIJLSIRKJFP
22	Tunnel	MOEEOJGHVXJH	DKILMIUMKXFH
23	Mainland	MKEHTJSSVVJD	OMGSKPIIJPNK
24	Gunboat	AFQMOJGPVTPG	DNGOLHIKJSNM

MOTORHEAD

Special Multi-Player Power-Ups
Enter DENNISMODE as a password to unlock special power-ups in multi-player mode.

'Making Of' Passwords
Enter these passwords to unlock the special 'making of' history of the game.

Level 1	INVASION
Level 2	BIGGRETA
Level 3	DASBOOT
Level 4	STUKA
Level 5	KOMET
Level 6	TWOSIXTWO
Level 7	MISSLEAGUE
Level 8	VICTORYDAY

Gallery Pictures
Enter these codes as passwords to unlock the pictures in the Gallery.

Lynn Henson	COOLCHICK
Adrian Jones	AJRULES
Development Team	DWIMOHTEAM

Mission Passwords
These codes unlock the missions you haven't yet completed. Go to the mission log to select the mission you want to play.

Mission	Name	Password
1	Rescue the G3 Officer	RETTUNG
2	Destroy the Mighty Railgun Greta ZERSTOREN	
3	Scuttle Das Boot U-4901 BOOTSINKT	
4	Attack Impenetrable Fort Schmerzen	SENFGAS
5	Sabotage the Rjukan Hydro Plant SCHWERES	
6	Capture the Secret German Treasure ICHERUNG	
7	Escape the V2 Rocket Plant GESAMTHEIT	

MEDIEVIL

Cheat mode:
Pause the gameplay, then hold L2 and press ↓↑○○△○↓↑□△. To remember the cheat, think of it as 'DUST TO DUST' as in D – ↓ U – ↑ S – □ and T – △.

Extended cheat mode:
Pause the game, then hold L2 and press △○△○○△←○↑↓→○←△→○←←△○ ↓○○→. Again, to help you remember this long cheat you can read it as "TO TOOT LOUD ROLL TROLL TO DOOR". Simple!

MEGA MAN LEGENDS

Temporary Invincibility
Hold L1 or R1 and jump to roll to either side. Doing this will render Megaman invincible for a short time.

Unlimited Cash
Find the rubbish bin and drinks can on the ground near the Jetlad Bakery on the Shopping Street. Kick the can into the bakery and speak to the woman inside to receive $1,000. Repeat at will for mucho denero.

METAL GEAR SOLID

Extra Modes
Complete the Training mode and you'll unlock a Time Trial mode. Complete this to unlock a Gun Shooting mode. On completion of this mode you unlock a Survival mode. Completing the Survival mode will unlock a Technical Demonstration mode which shows the CPU's best times.

Alternate costume
Complete the game two times. When you play a third time, Snake will be wearing a smart dinner jacket outfit.

Change Background
Use the D-pad at the title screen to change the background colour.

MICRO MACHINES V3

Pause the game and enter the following codes...

Change Cars	↓↓↑↑→→←←
Slow CPU Cars	○△□×○△□×
Low Camera	←○○←→○○
CPU at 1/2 Speed	○×○△□×○△□×
Big Bounce	□→→↓↑↓←↓↓
Double Speed	□×○□△××××
Debug Mode	□↑↓↓□○○△○
In Debug Mode...	
Quit Race	SELECT+×
Move Camera	SELECT+**directions**
View Cars	SELECT+L1/R1
Zoom Camera	SELECT+L2/R2
Drone Car	SELECT+□
Blow Up Cars	×+△+○+□

Tanks On All Tracks
Enter **TANKS4ME** as a character name.

MDK

Invulnerability
Pause the game, then press ↓L1↑□. Resume play and then immediately pause the game again and press ○△△○→↑←L1□.

Faster Speed
Pause the game, then press ↓ L1↑□. Next, resume play and then immediately pause the game again before pressing →○△○×. Press R2 during play to activate faster speed.

Super Chain Gun
Pause the game, then press ↓L1↑□. Now resume play and then immediately pause the game again. Press ←L1↓□△↑↓.

Super Gun
Pause the game, then press ↓ L1 ↑ □. Now resume play and then immediately pause the game again before pressing →↑↓L1↓○←←.

Homing Sniper Grenade
Pause the game, then press ↓ L1 ↑ □. Next, resume play and immediately pause the game again, then press ←↑×□L1 R1→.

Full Hit Points
Pause the game first and then press ↓ L1 ↑ □. Now you must resume play and then immediately pause the game again before pressing → L1 □ △ L1 ↓.

Earthworm Jim Power-up
Pause the game, then press ↓ L1 ↑ □. Now resume play and then immediately pause the game again before pressing ↑ ↓ ↓ L1 →.

Nodie
Pause the game, then press ↑ L1 ↑ □. Now resume play and then immediately pause the game again before pressing this sequence: ○△△○→↑←L1□

MECH WARRIOR 2

To activate these cheats, enter the codes as passwords.

No more throttle	#AXO/A$YYA
Extra Heat Sinks	#XXO/A4>Y+
Extra Varients	T#XO/AX<<<
Jump Jets	#YXO/A >YOL
Unlock Missions	T>XO/AXA>–
For Overweight Mechs	#OXO/A>>O/
More Ammo	TOXO/AX>TU
Invincibility	##XO/A><UZ

MOBILE SUIT GUNDAM

Level Select
During the animated sequence before the title screen, hold L2+R1+SELECT+← to get a level select option.

MONSTER TRUCKS

All to be done on the main menu screen.

Big Cars:	L2 R2 L2 R1 ↑
No Damage:	←←←↑↓L1R2
Sticky Cars	←L1R2R1←R2R2R2
Chinook Checkpoint	L1L1R1R1L2L2R2R2
Super Car	L2←→↑↓R2

MORTAL KOMBAT 3

Play as Smoke
During the opening demo, wait until Raiden's screen appears, then rotate the joypad 360 degrees clockwise until the 'Ultimate Kombat Kode' prompt appears. Quickly enter the Kode dragon-MK-Dragon-Goro-Skull-Goro by pressing: R1 △ x6 × x6 ○ x9.

Secret cheat mode
During the opening demo, quickly press × ○ △ R1 R1 R2 R2 R1 R1. You'll hear Shao Kahn say "You'll never win!". Now press **Start**. When the stone block appears with the word Kombat in red, press ↑ to access a secret cheat menu.

MORTAL KOMBAT 4

Kombat codes
111-111 Free weapon (drops in on your match-up).
100-100 Throwing disabled.
444-444 **Start**s you off with weapons drawn.
666-666 Silent Kombat, no background music.
050-050 Last hit of match causes loser to explode.
222-222 Random weapons.
123-123 **Start**s you off with little energy... crazy!
555-555 It's raining weapons... literally.
060-060 No rain in wind world stage.
002-002 Both players never drop their weapons.
012-012 Play as Noob Saibot.
020-020 Rains blood at wind world.
010-010 No maximin damage limit.
110-110 Throwing and max damage disabled.
011-011 Play at Goro's Lair stage.
022-022 Play at the Well stage.
033-033 Play at the Elder Gods.
044-044 Tomb play at the Tomb stage.
055-055 Play at Wind World stage.
066-066 Reptile's lair stage.
101-101 Shaolin temple.
202-202 Living forest stage.
303-303 The prison stage.
313-313 Ice pit stage.
001-001 Get unlimited run meter.
321-321 Big head mode.

Cheat menu
Step 1: In a two player game, enter the Kombat Kode '302-213' at the vs. screen, then quit.
Step 2: At the options menu, highlight 'Versus screen' and hold Block + Run until the cheat menu appears. All the options are self explanatory.

MORTAL KOMBAT: MYTHOLOGIES SUB-ZERO

Fight Chinnok
If you get killed before you reach a checkpoint, hold L1 as you are in the throes of death. When you reappear you'll be face to face with Chinnok.

Passwords

Wind level	THWMSB	Earth level	CNSZDG
Water level	ZVRKDM	Fire level	JYPPHD
Prison level	RGTKCS	Bridge level	QFTLWN
Fortress level	XJKNZT	Lives	GTTBHR
Credits	CRVDTS		

Start on the fortress stage – ZCHRRY (Exp': 20,000) Vitality – NXCVSZ

MORTAL KOMBAT TRILOGY

Access ? Screen
Go to the Options screen and highlight any of the four boxes. Hold L1+L2+R1+R2 then press ↑. If done it correctly you will hear a boom. You can now access the '?' in the options screen.

One-Button Fatalities
To execute these, stand right next to your opponent and press any of the following buttons for the desired effect.

HP – brutality	R1 – friendship
HK – fatality 1	
R2 – animality	
LK – fatality 2	L2 – babality
LP – stage fatality	

Stage Select
In the character select screen, highlight Sonya and hold the START button, then press ⇧ on the control pad. If performed correctly, you'll hear an explosion.

Shao Kahn's Treasure Chest
After you beat Shao Kahn, you can choose a symbol:
Box 1 – character endings
Box 2 – fight Chameleon
Box 3 – MK1 classic endurance kombat
Box 4 – MK2 classic endurance kombat
Box 5 – random prize
Box 6 – fatality demo 1
Box 7 – fatality demo 2
Box 8 – fatality demo 3
Box 9 – super endurance kombat (all females and Robot Ninjas)
Box 10 – battle with Shokan champions (bosses)
Box 11 – mega endurance kombat (all Ninjas and Chameleon)
Box 12 – supreme fatality

Play As Chameleon
Pick either Human Smoke, Ermac, Classic Sub-Zero, Scorpion, Noob Saibot, Rain, or Reptile. Before the round starts, hold ⇦, R1, R2, △ and □.

Four Classic Characters
Press SELECT on Kano, Rayden, Kung Lao or Jax to reveal their previous incarnation.

Random Select
Press ⇧ and **Start** at the select screen while the default players are highlighted.

Pit Fatalities
Here is a list of pits and what to do for those spectacular fatalities.
Pit 1 – uppercut
Pit 2 – perform the stage fatality
Pit 3 – perform the stage fatality
Dead Pool – hold LK, LP and ↓ then tap HP
Kombat Tomb – perform the stage fatality
Shao Kahn Tower – perform the stage fatality
Subway – perform the stage fatality

MOTORHEAD

Select options then code to enter these codes...
COWRULES – Unlocks Division 2 cars and tracks
FRAGTIME – Unlocks Division 1 cars and tracks (and Division 2 cars and tracks)
TURBOMOS – Unlocks Nolby hills
INSANITY – Demo mode changed to 3 minutes and 8 cars, including weird colour effects and fast camera cutting
SOFTHEAD – Activates in-game motion blur (frame rate will be locked to 25 frames per second)
SUPERCAR – Sets the camera high above the car
Credits cheat – L1 + L2 + R1 + R2 +□ + ○ to display the credits with demo-scene names instead of real names.
High-score name – Enter the following name on the high score list: SH4 – replaces the credits screen with a secret scrolling message.

In-game cheats

Gold Bridge: Coloured smoke
At the gas station, drive backwards around the gas pumps three times within 20 seconds. You need to pass outside the door with a speed of at least 40km/h. This gives you coloured smoke.

Red Rock: Fast Car
You need to go to the 'dead end' at the beginning of the long straight within 30 seconds from the start and from there go backwards at 20 km/h. This gives you a really fast car.

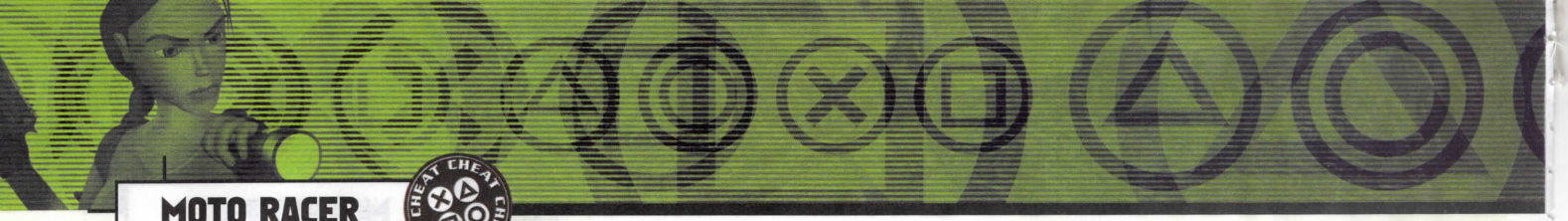
Neocity: Team pics
Below the long hill before you reach the cinema and disco, drive through the wall of the first house on the left to find some pictures of the team.

Atlantika: Jumping cars
You need to go from the alley to the left of the road outside the Atlantika central station building to the left corner on the right side of the building within 20 seconds. The cars will jump around.

Ruhrstadt: Jeep cars
Stand outside the Black Lotus Club (close to the door) for 15 seconds. This will give the cars a Jeep-like look.

Olympos: External view
Stand on the heli-bridge for 10 seconds. This will give you an external camera view alternative.

Nolby Hills: Low gravity
Fly into the left garage door with the Digital Illusions signs. Your speed needs to be at least 75 km/h. This will give you moon-like gravity.



MOTO RACER

MOTO RACER

All of these codes must be entered on the first Moto Racer screen

Pocket Mode ↑↓ R2 L2 ↓↑ L1 ✕
Rev Normal Tracks ←→←→ ○○ R1 L1 △✕
Access All Tracks ↑↑←→↓↓ ○ R2 △✕
Rev All Tracks ↓↓→←↑↑ ○ L2 △✕
Race at Night ↑○ L1 ↓△ L2 ○←R1 ✕
Slow CPU Bikes ↓↓↓○ L1 ○ L2 ↓↓✕
Super Boost ↑↑↑△ R1 △ R2 ↑↑✕
Victory Movie ○△○△○△ L1 ↑ R2 ✕
Credits Movie ○△○○△○↑→←✕

MOTO RACER 2

Mirror mode
By winning the Gold Trophy in the Superbike Championship, you'll open up a mirror mode. Available for practice and single races.

Reverse mode
By winning the Gold Trophy in the Moto X championship, you'll open up the reverse mode.

Ultimate championship
By winning the Gold Trophy in all three championships, you will open up the final test of two wheel handling: Ultimate Championship.

Hidden secrets
Enter them on the main menu – the screen should flash '2' but remain on the menu. Note that re-entering the code cancels it...
Superbike Championship completed – ↓↑→←← L1 R1 ✕
Moto X Championship completed – ↓↑→←← L2 R2 ✕
Dual Sport Championship completed – ↓↑→ ○○✕
Mirror & reverse & Ultimate Championship – R2 L2 →↑←△○○✕
Automatic Championship win – R2 R2 R2 L2 L2 L2 ↑↑△✕
Slow opponents – ○○→← L1 R1 ✕
Big jumps – ←←↑↑→→↓↓○△✕
Faster bike – ↑↑↑→←△✕
Display credits movie – ○△○ R1 L2 L1 R2 ○○✕

MOTOR TOON GRAND PRIX

Turbo start
If you want to get a bit of extra speed, hold down the acceleration when the yellow light comes on.

Screaming speed
To accelerate to top speed with any of the racers in just one second, simply hold down the reverse button while accelerating.

MOTOR TOON GRAND PRIX 2

Debug mode
Choose 'Goodies' from the main menu, then hold any of the L or R buttons and press **Select**. You should now see four numbers at the bottom right of the screen. Press R1–1, R2–2, L1–4, L2– 8 (combine button pressing for other numbers; eg R1 + L1 for 5). Press **Select** to enter each digit and enter the following codes.
Extra tracks – 4174
Tank combat – 5463
Submarine X – 5378

NAGANO WINTER OLYMPICS

Gold Medal
At the title screen press...
⇧⇩⇦⇨ △○○⇦⇨⇦⇨ ✕⇩⇩⇧⇧△✕

View End Sequence
At the options screen press L1 R2 ○○△. Go to the 'event select' screen and choose Olympics. Enter your name as TWY from Russia. Go to the selection screen to see the end sequence.

NANOTEK WARRIOR

Power up weapon
Enter ✕△○○○✕△✕ as a password.

Random curving
Pause the game during play and press ○**Select**←○○↓↑✕

Destructible obstacles
Pause during play and press ○○ R2 R2 ←↑↓✕

Lock on lightning bolt special weapon
Enter ✕○△○○○✕△✕ as a password.

Black Nanotek ship
Enter ✕○✕○○○✕△✕

Full story
Insert the game disc into a PC compatible CD-ROM drive. View the STORY.TXT file for the complete version of the Nanotek warrior story. You can also get screenshots by loading the .JPG files into a graphics program... if you really want to.

NASCAR RACING

Secret game
Pressing ✕ on controller 2 during the start of the title sequence delivers a Tron-esque light cycle game.Uh... bonus, eh?

Paintball racing
When you are racing, pause the game and enter the race stats screen whilst pressing L1 + L2 + R1 + R2. Go back to the race and hold △ to shoot out paintballs.

NASCAR '99

Race as Bobby Allison
Select single race and choose the Charlotte track. Highlight the select car option and press quickly press:
←↑→○✕○ L1, L1, R1, R1.

Race as Davey Allison
Select single race and choose the Talladega track. Highlight the select car option and quickly press
↑✕↓ R1, ←○→○ L2, R2.

Race as Alan Kulwicki
Select single race and choose the Bristol track. Highlight the select car option and quickly press
R1, R1, R1, R2, ○○○○✕✕.

Race as Benny Parsons
Select single race and choose the Richmond track. Highlight the select car option and quickly press
R1, R1, L1, L1, L1, L1, R1, R1, R1, L1.

Race as Richard Petty
Select single race and choose the Martinsville track. Highlight the select car option and quickly press
↑ R1, →○↓✕←○ L1, R1.

Race as Cale Yarborough
Select single race and choose the Darlington track. Highlight the select car option and quickly press
↑↑↑○○○←○○←.

Waving Driver
Use the in-car view, then hold Select until the driver waves.

Dirt Track
Start a race at Charlotte, then drive around the finish line at least five times to make a dirt track appear in the centre of the track.

NBA HANGTIME

Hidden players
Type in these codes at the 'enter name' prompt and PIN numbers to access these players.

Name	Pin	Hidden player
AMRICH	2020	Dan Amrich
DANR	0000	Dan Roan
DIVITA	0201	Sal Divita
MUNDAY	5432	Larry Munday
PIPPEN	0000	Scottie Pippen
ROOT	6000	John Root
SNO	0103	S Oursler
TURMELL	0322	Mark Turmell
BARDO	6000	Bardo
CARLOS	1010	Carlos Pesina
DANIEL	0604	Daniel Thompson
EDDIE	6213	Eddie Ferrier
EUGENE	6767	Geer
JAMIE	1000	Jamie Rivett
JAPPLE	6660	Japple
JC	0000	John Carlton
JFER	0503	Jennifer Hedrick
JONHEY	6000	Jon Hey
KOMBAT	0004	Ed Boon
MARTY	1010	Martinez
MEDNIK	6000	Mednik
MINIFE	6000	Minife
MORRIS	6000	Air Morris
MORTAL	0004	John Tobias
MXV	1014	Vinikour
NICK	7000	Nick Ehlich
NFUNK	0101	Neil Funk
PERRY	3500	Matthew Perry
QUIN	0330	Kevin Quinn
SHAWN	0123	Shawn Liptak

Cheat codes
These are entered at the 'tonight's match-up' screen, pressing the ○ ✕ ○ buttons to increase the first, second and third digits.
025 Baby sized players 048
No music
111 Tournament mode 120
Fast passing
273 Stealth turbo 284
Maximum speed
390 No pushing 461
Unlimited turbo
552 Hyper speed 610
No codes allowed
616 Block power 709
Quick hands
802 Maximum power 937
Goal tending

Extra cheats
Enter the following button sequences on the 'tonight's match-up' screen. You'll know if it works when the code box flashes white.
Big heads: Hold ↑ press ○○
Huge heads: Press ↑↑○○
Rooftop jam: Hold ←, press ○○○
All-American Basketball: Hold → press ✕○○
Shot percentage on: Rotate D-pad clockwise starting with ↑
No Tag arrow: Press ←←○○
No drift: Press ↓↓✕○
No CPU assistance: Hold → press ○○
Random team select: Press ↑ and ○ at the team select screen.
Rodman hair colour changes: On the team select screen go to the Chicago Bulls and press to change Dennis Rodman's hair colour.

NBA IN THE ZONE

Jump higher
Press turbo and jump at the same time to gain extra height.

Unblockable Dunk
Press ○ to jump and then double tap △ while in the air to perform an un-blockable dunk.

Alley-Oop
Press the pass and shoot buttons simultaneously for the alley-oop shot.

NBA IN THE ZONE 2

Hidden players: including Michael Jordon.
During the demo press ○ ← ○ → L1 L2 and R2 ten times in quick succession. All hidden players are now available.

All-Star team
With the cursor on 'Start', press and hold L1 + R2 + **Select** + **Start** until the screen fades out. You will then be able to select the All-Star team in exhibition mode only.

ALSO CHECK OUT OUR TOTAL
NBA '96 **AND** TOTAL '97 **CHEATS!**

NBA JAM EXTREME

Hidden Characters
Start the game, then select 'Yes' to keep records. Now enter the following records for the desired player and a whole league of special hidden characters become available. The lengths game programmers will go to is amazing!

Junior Seau	JR	Jun 1
John Elway	WAY	Sep 30
Marv Albert	MRV	Dec 31
Frank Thomas	BIG	Dec 6
Newt Gingrich	NEW	Aug 12
Pirate Bill	SAL	Feb 2
Mr Happy	MJT	Mar 22
Dufus the Clown	GRR	Jun 19
Three Feet Under	TOD	Apr 17
Mr Unhappy	GEM	Nov 3
Ooohh	JLH	Jan 26
Who	WHO	Jan 1
Brained	BCS	Jan 7
Monkey Boy	PJP	Nov 2
Howie	BCE	Jul 10
Jim Jung	JKJ	Dec 13
Huh	CBR	Jun 25
Cheryl Swoopes	SWO	Jan 1
Rebecca Lobo	LOB	Jul 4
Carol Blazejowski	BLZ	Mar 1
Bob Lanier	LAN	Sep 10
Air Nick	ARN	May18
George Cervin	ICE	Apr 7
XX Stinger	MSS	Oct 26
XX Shamrock	JHG	Aug 26
Diamond Dave	DJP	Jun 29
Chris Slate	JCS	Dec 8
Sausage Boy	TVC	Oct 3
Richard Szeto	RTS	Feb 25
Dwain Skinner	DAS	Feb 21
Dave Ross	DJR	Jun 8
Jeff Peters	JBP	May 17
Daren Smith	DRS	Apr 10
Mike Callahan	MWC	May 1
The Tinman	TIM	Jan 24
Mark Canus	MMG	Sep 16
Roy Wilkins	RNW	Sep 15
Rob Daurel	RAD	Mar 19

NBA LIVE '97

Cheat Mode
After the game has started and you are at the Game Set-up menu, press L1 ✕ L1 ○○ R1 ○ R1 ○ (don't panic if this takes you to another screen). Then hold (for a second or two) ⇧⇨△○. Even though this may open another menu (such as the Credits screen on the Game Setup screen), it actually activates secret codes. Then, when you have pressed **Start** and are loading the game, hold down the buttons L1 R1 ⇧⇨△○○○ and ○ for as long as it takes to enter the game. You then get a secret code menu screen. When in the secret code screen, L1 and L2 control the player's height up and down respectively. The number on screen is in inches. Minimum is 1.5 Feet while maximum is 12 Feet. Any player with a height greater than 7'10" cannot slam the ball. To change all the players on the cheat list, you must use a PlayStation multitap and have all controllers plugged in to change other players. This is useful if you want to have a team 36 to 48 inches in height. The direction buttons ⇧ and ⇩ control chameleon mode. **Start** and **Select** on controller one set the outdoor court on and off. To exit the cheat area and go to the game, hold △✕ on controller one.

NBA LIVE '98

Hidden teams
Press 1 on the main menu and choose Rosters, then Custom teams. Enter one of the following city and team combinations to activate the corresponding team, made up of members of the NBA live '98 development team.

CITY	TEAM
EA	Europals
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
QA	Campers
QA	DBuggers
QA	Testtubes
TNT	Blasters

Secrets mode
Start a new game and select any teams. When you reach the user set up screen, press 'A' to change 'Player 1' to '**Start** new', then 5 to enter your name. Enter 'Secrets' and press **Start** to accept it. Press 1 to access the new secrets option at the bottom of the screen. Highlight the 'Enter secret code' option and press 5.
Enter any of the following codes and press **Start** to make the relevant option appear on the secrets menu. You can then toggle its setting by highlighting it and moving g/c. Here are some secret codes to experiment with...
SEAWEED – an underwater court
SCARY – Hallowe'en special
FREAKY – (away) Hallowe'en special
PIN ROCKS – Teddy bears. Answer 'He's both' then select 'Lovable pin'
LIZARD – toggle to chameleon home option for chameleon players.
PRISONERS – secret programmer players added to free agent list.
EYEPATCH – press 1 on the main menu to choose Rosters, then new player. The features option will now have an extra being

NEW JAPAN PRO WRESTLING

the eyepatch.
MONACLE – As with the eyepatch, go through to features.
EA TOQUE – Toque is Canadian for wooley hat. See features again.

NBA LIVE '99

Extra Teams
Enter the 'Rosters' screen and select the 'Create Custom Team' option and enter one of the following cities and team names.

City	Team name
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Rebounds
Hitmen	Pixels

Dummy Pass
Press L2 + ⊗ when in possession of the ball.
Easy Points
Pause the game and press →, L1, L2, ←, R2. A sound will confirm correct entry. The home team will have 100 points when game play is resumed.
Extra Speed
Pause the game and press ←, →, R2, L2, R1. The crowd will cheer to confirm correct entry.

NBA JAM: TE

Various Cheats
Select a team and press any of the following buttons on the Tonight's Match-up screen.
Big head mode – ⊡⊗⊙△⊡⊗⊙△
Mammoth head mode – ⊡△⊙⊗ (press sequence five times)
Huge mode – △⊗△⊙△⊗△⊗△⊙△⊙△⊗
Baby mode – ⊡⊙⊙⊙⊡⊙
Dunk fireballs – ↓→→⊙⊙△←
Max power – →→←→⊗⊡→
Power-up defence – →→↓→↓↑
Full court jams – ←→⊗⊙⊙⊗
Full court push – ↓↓⊗⊙⊗→→
High shots – ↑↓↑↓→↑⊙⊙⊙⊙↓
Power-up three-pointers – ↑↓←→←↓↑
Power-up offence – ⊡⊙↑⊡⊙↑↓↓
Power-up turbo – ⊙⊙⊙⊡↓↓↑↑
Push one opponent and both fall – ↑↑↑↑←←←←⊙⊙
Push one opponent and only team-mate falls – ↑↑↑↑←←←←⊙△
Quick hands – ←←←←⊙→
Shot percentage display – ↑↑↓↓△
Speed-up – ↑↑↑↑←←←←⊗△
Tele-pass – ↑→→←⊙↓←←⊙⊡
Extended Roster
To access an extended roster, rotate the directional pad counter-clockwise whilst the team is highlighted.
Season Codes
Go to the name input screen and hold down the L1 and R1 buttons as you enter in the following initials and dates:

Last game	END	JAN 1
Win the season		FIN JAN 1

Hidden Characters
To play as these hidden characters, go to the name input screen and hold down the L1 and R1 buttons as you enter initials and dates. What an incredible number of hidden characters to choose from:

Catling	CAT	JAN 2
Weasel	DAN	JAN 2
Goskie	GOS	JAN 6
Frank Thomas	FNK	JAN 8
Heavy D	HEA	JAN 9
Fumungus	GUN	JAN 11
Liptak	LIP	JAN 14
Blaze	BLZ	JAN 14
Larry Bird	LAR	JAN 15
Air Dog	AIR	JAN 21
Turmell	TUR	JAN 31
F Prince	FRS	FEB 2
Renaldo	REN	FEB 4
Higgins	TOM	FEB 19
Gray	ROB	FEB 23
Jax	JAX	MAR 1
Crunch	WOL	MAR 7
Carlton	CAL	MAR 25
Suns Mascot	APE	APR 2
Adrock	ADR	APR 6
Hill	ZIG	APR 7
Hutchinson	BAR	APR 9
MCA	MCA	APR 9
Sequoia	SAW	APR 10
Kabuki	KUB	APR 14
Prince Charles		CHA MAY 4
Chow Chow	CHD	MAY 5
Tunnicliff	SAT	MAY 7

NBA SHOOTOUT

Secret Characters
Type the names of the countless producers and programmers in the'Create A Player' option to discover a host of extra characters. Make sure you push **Start** as you enter the last letter of each name otherwise it won't work. The players will be placed on the free agency list, but they won't count as created players. This means you can have all the producers and make 40 new players of your own.
All Star cheat
With this cheat, you can play one of two All Star games. At the Exhibition Game screen, press either: R1, L1, R1, L1, R2, L2, R2, L2 or R1, R1, R2, R2, L1, L2, L1, L2. An All Star menu will then appear.

NBA SHOOTOUT '97

Super All Star difficulty
When highlighting Difficulty in game options, press L1, R1, L2, R2. If it's worked you'll see a new skill level: Super All Star difficulty. Beware though, this is for the real experts!

NEED FOR SPEED

Lost Vegas Track
Go to the Tournament password screen and enter TSYBNS as your password. Go back to the Head-to-Head game. Cycle through the tracks and Lost Vegas will be selectable.
Oasis Springs Track
The TSYBNS code must be entered first. In Head-to-Head mode, go to the Rusty Springs track. Hold down L1 and R2 together to make the track change to Oasis Springs. While holding L1 and R2, press **Start** to play.
Warrior Car
Enter TSYBNS as the password. From Head-to-Head mode, go to the car selection screen and hold down L1 and R1. You will now be able to select the Warrior car.
Rally Mode
After the TSYBNS code has been input, enter Head-to-Head mode. Cycle through to your favourite track. Now hold down L1 and R1 to see the title change to Rally Mode. Press **Start** to enter a muddy course.
Lunar Springs
This new circuit is another variation on the Rusty Springs course, but with a lunar landscape. Access Tournament mode and enter the password: SPKSHC. Go back and choose another mode and highlight Rusty Springs on the track select screen. Press and hold △, then add L1 and R1 and select Rusty Springs with ⊗.
No Mercy Mode
The TSYBNS code triggers this one too. Go to the Head-to-Head screen. Hold down L1 and R1. The option will change to NO MERCY. This turns off the slower car catch-up, giving a fairer race.
Machine Gun Code
Choose Head-to-Head mode. Immediately after selecting your opponent's car, push and hold L1, ⊙, ⊡, ↖, until loading is complete. Now instead of having a horn, every time you push up you'll fire an invisible machine gun that clears the way of any cars – including police vehicles and your opponent. This code can be used with one or two players.
Extra Weight
First go to Tournament mode and enter the password TSYBNS. After this you can continue Tournament mode or quit it. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Slide. You can now add extra weight to the car you are viewing, shown by a number of red triangles at either end. Press L1 to add weight to the front of the car, and R1 for the rear. This has the effect of making your car turn sharper.
Passwords

Track 1	WRDRTY	Track 8	KJPQND
Track 2	ZDPBWN	Track 9	SDQWCG
Track 3	MTQRZP	Track 10	SLZXDH
Track 4	JVPZLL	Track 11	SPZDFX
Track 5	ZYMNLH	Track 12	ZVGRGX
Track 6	WMRPGZ	Track 13	XJHVCK
Lost Vegas	YXGS		

NEED FOR SPEED 2

Extra Weight
Enter the password TSYBNS in tournament mode. **Select** Car Showcase, then Mechanical. Now select Next Slide and you can add extra weight to the car. Press L1 to add weight to the front of the car and R1 for the rear.
Passwords

Track 1	WRDRTY	Track 8	KJPQND
Track 2	ZDPBWN	Track 9	SDQWCG
Track 3	MTQRZP	Track 10	SLZXDH
Track 4	JVPZLL	Track 11	SPZDFX
Track 5	ZYMNLH	Track 12	ZVGRGX
Track 6	WMRPGZ	Track 13	XJHVCK
Lost Vegas	YXGSJJ		

Extra Car
Enter LILZIP as the password.
Extra Track
Enter SHOTME as the password.
More Angles
Hold down L1-L2-R1-R2-⊗ △ ⊡ ⊙ until the race starts.
Pioneer Engine
Enter POWRUP as your password if you want to improve your acceleration and your overall speed. Mmmm…
Extra Vehicle Passwords
ARMYME – Army Truck
BUGME – VW Beetle
BUSME – School Bus
CITME – 2CV
CRATME – A Crate
LIMOME – Limousine
LOGME – A Log
MAZME – Mazda
OUTHME – An Outhouse
QUATME – Audi Quattro
SEMIME – Truck
SNOWME – Snow Truck
TREXME – A T-Rex
VANME – VW Camper Van
WAGOME – A Wagon
YJME – A Jeep
Note : Replace ME with U for Player Two.

NEED FOR SPEED 3: HOT PURSUIT

No Land Rovers
In Hot Pursuit mode, select the Redrock Ridge track. Press **Start** to load the race, then immediately hold ↓ + R1 + L2 until the loading screen appears. The green Land Rovers will be replaced by beige police cars during the race.
Police with German accent
In Hot Pursuit mode, press **Start** to load a race after selecting game options, then immediately hold ↑ + R1 + L2 until the loading screen appears.
User Name Codes
Enter the following as a user name in the options menu…

Replay Camera View	SEEALL
All basic cars and tracks	SPOILT
Enable the Room track	PLAYTM
Enable the Caverns track	XCAV8
Enable the Scorpio 7 track	GLDFSH
Enable the Space Race track	MNBEAM
Enable the Autocross track	XCNTRY
Enable the Empire City track	MCITYZ
Unlock the Mercedes Benz	AMGMRC
Unlock the Jaguar	1JAGX
Unlock the Super car	ROCKET

Cheat codes
Enter one of these codes after pushing start to finalise a race and hold the buttons until the 'Loading' screen appears…
Power horn – START + SELECT + L1 + R1 (when near a car, use the horn to flip 'em over)
Heavy Car – SELECT + ⊡ + ⊗ (knock cars out the way!)
Slow motion mode – ↑ + ⊗ + △
German police – ↑ + L1 + R2
Spanish police – ↓ + L1 + R2
Italian police – ← + L1 + R2
French police – → + L1 + R2
Acceleration Boost – ← + ⊡ + ⊙

NEED FOR SPEED: ROAD CHALLENGE

Easier Tickets
Enter Pursuit Mode and choose a cop car. When the game starts, hold L1 and press ↑ to turn off your sirens which makes the other cars slow down. When you've caught up with one, press L1 + ↑ to turn your sirens back on, then pull the car over.
Easy Money
After buying your first car go to two-player mode and select High Stakes. It will ask you if you want to save, select YES. After accessing memory slot 1 it will ask for memory card 2. Take the card out of slot 1 and place it in slot 2. The game will think it's a different memory card and will duplicate your car. Now all you have to do is beat yourself and sell the car you won.
Extra Music Tracks
Go to the audio options from the main menu then select the CD player. Go to the bottom to find two tracks turned off. Simply turn them on.
Phantom Car
Enter your name as FLASH then go to Test Drive mode to select the car. Note that you cannot save if you use this code.
Police Helicopter
Enter your name as WHIRLY then go to Test Drive mode to select it. Note that you cannot save if you use this code.
Titan Car
Enter your name as Hotrod then go to Test Drive mode to select it. Note that you cannot save if you use this code.
Unlock Police
To unlock all police cars in 'Hot Pursuit' mode, enter NFS_PD as a name.
More Police
Complete 'Hot Pursuit' mode with each type of police car to unlock a new car.
Drive any car in any tournament
Complete all the tournaments. Go to the car select screen and choose Options to select upgraded opponents.
Dashboard
After selecting the game options, press s to load the race. Press and hold ⇧△⊗ before the loading screen appears. Keep the buttons held until the loading screen disappears. Choose in-car view to find that a dashboard has appeared.
Turbo
First, enable the 'Dashboard' code. Now, press ⇧ during game play.
Blurred Vision
Follow the instructions for the 'Dashboard' code but replace the buttons with ⇧ R1 L2
Heavy Car
Select single race, test drive, or high pursuit mode. Follow instructions as before, replacing the buttons with ⇦⊡⊙. Your car can now run other cars off the road with ease.
Slow CPU cars
Select tournament or special events mode. Follow instructions as before, replacing the buttons with ⇦⊡⊙.
Quick recovery
Press SELECT after crashing for a quick recovery.

NEW JAPAN PRO WRESTLING

Access Hiroshi Hase
By pressing R1, R1, R1, R1, R1, R1, R1, R1, R1 and **Select** on the title screen, Hiroshi Hase will become a selectable character.
Access Pegasus Kid
From the title screen press L1, L1, L1, L1, L1, L1, L1, L1, **Select**. The 'Press **Start**' text will flash to indicate the Pegasus Kid is

available. An alternative method for getting Pegasus Kid is to win the Burning Spirits Challenge using Wild Pegasus as your wrestler.

Access Kero-Chan
Press L2, L2, L2, L2, L2, L2, L2, L2 and **Select** from the title screen to access Kero-Chan. Alternatively, beating the Burning Spirits Challenge using Power Warrior makes Kero-Chan available.

Access Tiger Hattori
From the title screen press R2, R2, R2, R2, R2, R2, R2, R2, **Select** to access Tiger Hattori. Alternatively, beat the Burning Spirits Challenge using Great Muta.

Access Young Antonio Inoki
Press △△△△△△△△ and **Select** at the title screen to get Young Inoki.

Access Young Jyushin Lyger
If pressed at the title screen, the button sequence ○○○○○○○○ **Select** will allow you to access Young Jyushin Lyger. Beating the Burning Spirits Challenge using Jyushin Lyger makes it possible to access Young Jyushin Lyger.

Access Seiji Sakaguchi
Press ✕✕✕✕✕✕✕✕ **Select** on the title screen to access the hidden character Seiji Sakaguchi. Winning the Burning Spirits Challenge using Antonio Inoki has the same effect.

Access Tiger Mask
From the title screen, press ○○○○○○○○ **Select** to access the character Tiger Mask. Beating the Burning Spirits Challenge using Kohji Kanemoto will also allow you access to Tiger Mask.

NFL '97

Play All Teams
At the Team **Select** screen of Pre-Season mode, press L1 L1 L1 △ L1 L1 to play the NFC or AFC Pro Bowl teams against any team in a pre-season match.

Land Mines
To place land mines all over the field, go to the Team **Select** screen of Pre-Season mode and press L1 L1 L1 R1 L1 L1.

Fumbles
Go to the Team **Select** Screen while in Pre-Season mode and press L1 L1 L1 L2 L1 L1. Now try to hold onto the ball! The ball will be fumbled twice in every play of the game.

No Fumbles
Go to the Team **Select** Screen while in Pre-Season mode and press L1 L1 L1 R2 L1 R1. Just try and drop the ball! No fumbles are allowed no matter how bad the player in possession is.

Speed-Up
From the Team **Select** screen of the Pre-Season mode press L1 L1 L2 △ L1 and △. Just tap the speed-burst button and your player will run at top speed for the rest of the play.

College Players
By pressing L1 L1 △ R2 L1 and △ on the Team **Select** screen of Pre-Season mode, your team (regardless of who they are) will have the skills of a high-school side.

Big Players
Pressing L1 L1 R1 △ L1 and R1 on the Team **Select** screen of Pre-Season mode will increase the size of your players.

Small Players
The reverse of the cheat above can be activated by pressing L1 L1 R1 R1 L1 and R1 on the Team **Select** screen of Pre-Season mode.

100-Yard Throws
At the Team **Select** screen of Pre-Season mode, press L1 L1 R1 R2 L1 and R1 to enable any quarterback to throw 100-yards when any Bomb Zone play is selected.

Slow Mode
Slow the action by pressing L1 L1 L2 R1 L1 L2 at the Team **Select** screen.

NFL BLITZ

Cheat Codes
Enter these codes on the Matchup screen:

Big Head Team	2-0-3 Right
Bullet Passes	2-5-0 Left
Fast Passes	2-5-0-left
Fog On	0-3-0 Down
Headless Team	1-2-3 Right
Hide Name	1-0-2 Right
Huge Ball	0-5-0 Down
Huge Head	0-4-0 Up
Hyper Blitz	5-5-5 Up
Invisible	4-3-3-up
Invisible Qb	3-4-2 Left
Late Hits	0-1-0 Up
More Speed	4-0-4 Left
Night Game	2-2-2 Right
No Cpu Assistance	0-1-2 Down
No First Downs	2-1-0 Up
No Fumbles	4-2-3 Down
No Head	3-2-1-left
No Interceptions	3-4-4-up
No Out Of Bounds	2-1-1 Left
No Punting	1-5-1-u
No Random Fumbles	4-2-3 Down
Power Blockers	3-1-2 Left
Power Defense	4-2-1 Up
Powerup Blockers	3-1-2-left
Powerup Defense	4-2-1-up
Powerup Offense	3-1-2-up
Powerup Speed	4-0-4-left
Powerup Teammates	2-3-3-up
Random Players	1-1-5 Left
Show Field Goal %	0-0-1-down
Show More Field	0-2-1 Right
Smart Cpu	3-1-4-down
Thick Fog	0-4-1 Down
Tiny Players	3-1-0 Right
Tournament Mode	1-1-1 Down
Turn Off Stadium	5-0-0 Left
Unlimited Turbo	5-1-4 Up

NFL XTREME

Enter these codes as the first and last names on the 'create a player' screen.

BIGHEAD BOBBY	Big heads
COINHEAD COREY	Flat heads
LAMEBOY LENNY	Backward anim
GEORGE GIRAFFE	Long necks
BIG BEN	Big characters
TINY TOM	Tiny characters
MONKEY MICKEY	Monkey arms
SHRIMPY SEAN	Short arms

NFL GAME DAY

Extra Teams
At the opening screen, press the following keys in order: ⊙ ⊙ R1 R2 L1 L2 ⊙ □ △. Then hold down L1 and R1 simultaneously for about five seconds until the new teams appear.

Victory Screens
At the beginning, just after the PlayStation logo disappears, hold R1, R2, L1 and L2 until you want to stop the graphics. This code takes you through all the win/lose screens in the game. Experience winning the Super Bowl!

Codes
At the password prompt, enter the following (all in uppercase) for various special effects:
SKELETON – two skeleton teams playing in the Bone Bowl
SNAKE – two teams of snakes with arms
JUICE – ten-yard speed bursts
BIG.BOYS – large players (actual size)
OFFENSE – better offence
DEFENSE – better defence
STICKUM – receivers catch almost all the passes
CANNON.ARM – quarterback has a good throwing arm
PICK.CITY – easy interceptions
CRUNCH.TIME – hard hits and more injuries
URNOTREDE – computer is very hard to beat
BLITZ – commercial break
STEROIDS – super stiff-arm
MAYHEM – defenders injured after big hits (rather than receivers)
MAYEM – increased injuries
GOOD – unknown
FAIL – unknown

NFL GAME DAY '97

Secret Passwords
At one of the pre-game screens, where there's a graphic at the top of the screen proclaiming it to be either Season or Preseason and the NFL logo is spinning in the upper left corner of the screen, push L1, R1, L2, R2. Press ✕ to enter or remove the passwords below (pushing ⊙ when a letter or number is highlighted will select the character):
ASSASSIN – unknown
BAZOOKA – strong passing arm
BIG GIRLS – extra big cheerleaders
BIG STARS – star players are large
BLASTERS – unknown
BLIND REF – less penalties
BLIZZARD – very strong winds in the snow
BO KNOWS – unknown
BRITTLE – more injuries
BROADWAY JOE – increases quarterback accuracy
BUSY REF – more penalties
BUTKAS – unknown
CREDITS – displays credits
CRUNCHY – hits are louder
DARK NIGHT – play in the dark
DEFENSE – better defense
DEVISH – unknown
DERVISH – unknown
DOC – unknown
ELECTRIC FB – players twitch
EQUALIZER – unknown
FLEA CIRCUS – tiny players
FRIDGE – extra big players
FROG – high long dives and hurdles
GB SPEED – speeds up the game
GD CHALLENGE – computer is hard to beat
GENIUS – unknown
GOLIATH – extra large players
HANG TIME – kicks go very high
HATCHET – players jump very high
HOGS – offensive line blocks are better
HOME COOKING – players are fatter
ICE SKATES – loose physics
INFAMOUS POP UPS – adds pop-ups from first game
JUGGLER – unknown
JUICE – super fast speed bursts
KARATE – turns forearm shiver into a karate chop
KRAIG – unknown
LONG JUMP – unknown
MANDARICH – defensive lineman faster and stronger
NO TIME – game clock doesn't move
NYSE – unknown
OFFENSE – better offense
OFFICE – unknown
OUCH – unknown
PANCAKE – unknown
PINBALL – forearm shiver is stronger on defense
REJECTION – jump higher
SAYERS – running back is faster and stronger
SHOUT – extra loud crowd
SLO MO – slow-moving players
STEROIDS – strong stiff arm
STRETCH – unknown
SQUALL – very strong winds in the rain
TEMPEST – unknown
TIGHT COVER – players are closely covered
TOAST – unknown
TORRETA – quarterback lobs passes
TWISTER – very strong winds

NFL GAME DAY '98

Bonus teams
Press ↑ at the team selection screen to access Super Bowl teams for player 1. Press ↓ at this screen for player 2.
Press ↑ again at the player selection screen to access All Star teams for player 1 – use L1 and L2 to view more selections.
Press ↓ at this screen for player 2 – use R1 and R2 to view more selections.

Cheat codes
Press L1 + L2 + R1 + R2 at the main menu. Then enter each of the following passwords for various amusing effects. The unknown ones are a mystery to us lot, so if you find out, let us know and we'll make it worth your while!

BETTIS	Stronger CPU runs
BIG FOOT	Stronger kicker legs
BLIND REF	Less penalties
BUSY REF	More penalties
CPU DEFENSE	Unknown
CPU OFFENSE	Unknown
CREDITS	View credits
CRUNCHY	Unknown
DEEP GRAY	Unknown
EQUAL TEAMS	Identical teams
FIRE DRILL	Move quickly
FLEA CIRCUS	Small players
GD CHALLENGE	Increased difficulty
GLOVES	Better catches
HATCHET	Unknown
HORSEMAN	No heads
HUMONGOUS	Large players
JACK HAMMER	Better stiff arm
JUICE	Very fast players
LEECH	Better DB coverage
LOOK MA	No hands
LOUD MOUTH	Unknown
MCMAHON	All McMahon team
NYSE	Unknown
PSYCHIC	Unknown
QUIET CROWD	Unknown
REJECTION	Unknown
SHO OFF	Unknown
STRETCH	Unknown
THIN AIR	High kicks
TOAST	Easier to burn a DB
VIRTUAL POLYGONS	Unknown
WATERY AL	Stupid CPU activity

Password screen
To activate the password screen, press L1 + L2 + R1 + R2 on the main menu. Then you can input the following:

AHAB	– Players missing legs
AIR ATTACK	– CPU always passes
CLOUD OF DUST	– CPU always does run plays
COOKIE CUTTER	– Players are 2D
CRUNCH TIME	– Makes hit louder
FLAT LAND	– Players are flat
INVISIBLE	– Only shadows
SHOW OFF	– Dive, press jump in the air and keep running

NFL GAMEDAY '99

Extra Teams
At the team selection screen press ⊙ to unlock Superbowl and All-star teams.

Cheat Codes
Enter one of these codes in the Easter Egg menu.

Code	Effect
BIG BALLS	Large football
BIG HITS	Louder noises
BLINDERS	No penalties
BOBO	All players called Bobo
BUNYON	Big players
COFFEE BREAK	Increase speed
CON MAN	CPU hides pass coverage
CPU SCORES	CPU players are faster
CPU STUFFS	CPU super offensive line
CREDITS	View credits
DAVIS	Turbo running back
EGG HEAD	Zero stamina/more injuries
EURO LEAGUE	European last names
EVEN TEAMS	All players equal
FLEA CIRCUS	Small players
GD CHALLENGE	Bonus difficulty level
HAMSTRUNG	More hamstrung injuries
HANGTIME	Punts hang in air longer
HOOPS	Basketball player names
HOT SHOT	CPU player celebrates in centre of field
INVISIBLE	Invisible players
ITS IN THE HIPS	Scrambled frame rate
MIND READER	CPU knows your play
PLAYING CARDS	Flat players
POP WARNER	Small, fast players
PRESIDENTS	President names
PRIME TIME	CPU makes big plays
PUPPETS	Player have red string attached
RED ZONE	Programmers' names
ROCKET MAN	Ball carrier speed burst
SLIDESHOW	See cheerleaders after game
SPORTS	All players have names from credits
STAMINA	Increased endurance
STEEL LEG	Longer field goals
STICKEM	Better receivers
SWIMMERS	Turbo swim mode
TELE TUMMY	TV's in players' stomachs
WEAK	Quick fatigue

NHL '97

Hidden player
Go to the section enabling you to create a player. Use one of the following names (taken from the list of developers in the

manual): Raja Altenhoff, Tom Braski, Craig Broadbooks, Josh Hassin, Tawn Kramer, Alan Scales, Kelly Ryan, Jody Kelsey, Chris Whaley, Peter Dille, Craig Ostrander. Assign the named character the number one (1). Ensure the player is a forward (F), is right-handed and has a weight of 150. Do not touch anything else otherwise the cheat will not work. Exit this section and go to the section allowing you to sign free agents. The player you just created should have a number other than one (1), should weigh more than 150, and should have an overall skill rating of 99. This means the player has 99 for everything – skating, passing, shooting and so on. Sign this player to your team and you're on your way to the top of the NHL.

NHL '98

Big heads – enter BRAINY as a password.
Kid players – enter NHLKIDS as a password.
Mutant players – enter PLAYTIME as a password.
Play against England – enter GIPTEA as a password.
Change jersey – enter 3RD as a password.
Huge players – enter BIGBIG as a password.
Play as EA blades team – enter EAEAO as a password.
Add the programmers to the free agents list – enter FREEA as a password.
View Stanley cup video – enter STANLEY as password.

NHL '99

Fast Game Play
Enter "FAST" as a password.
Even Faster Game Play
Enter "FASTER" as a password.
Super Fast Game Play
Enter "SPEEDY" as a password.
View Ending FMV Sequence
Enter "VICTORY" as a password.
Huge Heads
Enter "BRAINY" as a password.
Huge Players
Enter "BIGBIG" as a password.

NHL FACEOFF

Seven-Game Series
To get a seven-game series, start a seven-game play-off before the end of the season. You should now have an option to continue play-off. When your season ends, it will automatically overwrite the old play-off, but keep the seven-game format in.
Extra Character Points
For an extra 20 points at the 'create a character' option, while holding down L1, L2, R1 and R2, push each category to 40. Then bring it back up to 99. You should hear a ring telling you that it worked!

NHL FACEOFF '97

Super player
Choose Roster, then create player. Now input any name from the list below...
Raja Altenhoff
Tom Braski
Craig Broadbooks
Josh Hassin
Tawn Kramer
Alan Scales
Kelly Ryan
Jody Kelsey
Chris Whaley
Peter Dile
Craig Ostrander
Don't mess with his number, position, or anything as it may effect the cheat. Now press △ to exit – if you select 'Create Player' again, your chosen man will appear with 99 ratings across the board. Go to the 'sign free agent' from the Roster menu. Sign the super player to your team. Then select 'edit lines' and insert him into one of the scoring lines of your team. By releasing players from your team, you can replace them with a whole team of super players! (Don't let the goalies leave)

NHL FACEOFF '98

Super player
Choose Roster, then create player. Now input any name from the list below...

Raja Altenhoff	Tom Braski
Craig Broadbooks	Josh Hassin
Tawn Kramer	Alan Scales
Kelly Ryan	Jody Kelsey
Chris Whaley	Peter Dile
Craig Ostrander	

Now press △ to exit. Select 'Create player' again and press L1 to see your new super player with a 99 rating for every attribute. Note that you can change his number, weight etc. Just don't turn him into a goalie. Go to the 'sign free agent' from the Roster menu. Sign the super player to your team. Then select 'edit lines' and insert him into one of the scoring lines of your team. By releasing players from your team you can replace them with a whole team of super players!

NHL OPEN ICE CHALLENGE

Super speed
When the game is loading, hold △ ⊙ + **Start** + **Select**.
Big heads
Press ↑ + Pass + Turbo at the 'Tonight's game' screen.
Big head goalie
Press pass, pass, turbo, shoot, pass at the 'Tonight's game' screen.
Baby heads
Press turbo, turbo, ↑, shoot, shoot, ↑ at the 'Tonight's game' screen.
Large puck
Press ↑ ↑ ↓ ↓ Turbo at the 'Tonight's game' screen.
Hidden players
Enter the following information at the user records screen:

Initials	Month	Day	Player
GH	Mar	31	Gordie Howe
MJ	Jan	25	Michael Jordon

NHL POWERPLAY HOCKEY '96

Play as Rad Army
On the team select screen and the quickstart screen, press the buttons R2 R2 R2 L2 L2 L2 and finally **Select**.

NHL '99

Alternate jerseys
Enter password as **3RD**.
Extra 'EA Storm' and 'Free EA' teams
Enter password as **FREEEA**.
Alternate scoring sounds
Press △ ⊙ ○ or ✕ after scoring.

NIGHTMARE CREATURES

Cheat mode
On the password screen, press ←↑△↓○△△↓. Once enabled you can select any level you wish, infinite continues or even choose to play as one of the monsters!
Razor sharp weapon
Enable the cheat mode then press L1 R1 L2 R2 **Select** . A new cheat option will appear on the menu, enabling you always wield a razor weapon.
Blurry mode
Enable the cheat mode, then press L1 L2x2 L1 L2x2 L1 **Select**.
Small creatures
Enable the cheat mode then press L2x2 R1x2 L1 R2 **Select**.
Music options
Enable the cheat mode then press L2x4 R1x3 **Select**. This allows you to play the music. Use left and right to change tracks.

NINJA

Level select
When the game first loads up and it says 'checking memory card' on the screen, press L2x3 R2x3. If it works you'll see the words 'Del's cheat on'.
On the main menu you'll be able to select the level of your choice by moving the D-pad up and down.

NIGHT STRIKER

Hidden options
At the title screen, press ↑↑←←↓↓→.
Then press △ and SELECT to increase scrolling speed, ⊙ and SELECT to remove the election menu or ✕ and SELECT for attack mode.

NOVASTORM

Level select
Enter TWIRLY plus a space in the high score list for a level select option.

NUCLEAR STRIKE

Enter the following codes on the password screen:
Five Extra Continues:
WARRIOR
Infinite Lives:
LAZARUS
No Enemies on First Mission:
AVENGER
Reconnaissance Version of
First Mission:
EAGLEEYE
Reduced Fuel Consumption:
MPG
Level 2: CUTTHROATS
Level 3: COUNTDOW
Level 3b: PLUTONIUM
Level 4: SABREJET
Level 5: ARMAGEDDON

O.D.T

Full Energy
Pause the game and press ←→←→⊙
Full Ammunition
Pause the game and press ←→↑↓○⊙.
Full Mana
Pause the game and press ←→←→○.
Upgrade Magic
Pause the game and press ↓△SELECT L1 R1 SELECT.
Upgrade Weapon Level
Pause the game and press R1 L1 R2 L2 ←→↓.
Full Experience
Pause the game and press ○△L1 L2 R1 SELECT.
Play as Sophia
Press L1, L2, R2, R1 on the main menu.
Play as Karma
Press R1, R2, L2, L1 on the main menu.
Full Ending
The full ending to the game is only available when you complete the game on the 'Hard' difficulty setting.

ODDWORLD: ABE'S ODDYSEE

Level Skip:
Go to the options screen and enter the following code: hold down R1 and press ↑→←⊙○△⊙→←↑→.
See All FMV:
Go to the options screen, hold down R1 and press ↑←→⊙○△⊙→←↑→.
Invincibility
Hold R1 during a game, then press:
○△⊙✕↓↓↓○△⊙✕
Skip to next area
Hold R1 during a game, then press:
○○✕✕⊙⊙○

OFF WORLD INTERCEPTOR

Loads Of Money
Go to the option screen, hit the ⊙ ✕ and ○ buttons in that order six times. Then hit the L1 button. You can also get this cheat if you have beaten the game. Watch the credits. You will now have loads of money.
Level Passwords
lp5vk?pzqg41417p
nrqv!tb9mbjgkb8!
cqd?dc5kpl5kw741

OMEGA BOOST

U1 Zone - Successfully complete game in under the hard difficulty setting with 90 ability points and without using any continues
U2 Zone - Successfully complete the game in under the hard difficulty setting with 60 ability points
U3 Zone - Successfully complete the game under the hard difficulty setting with 50 ability points
U4 Zone - Successfully complete the game in under the normal difficulty setting with 90 ability points and without using any continues.
U5 Zone - Successfully complete the game in under the normal difficulty setting with 60 ability points
U7 Zone - Successfully complete the game under the hard difficulty setting without using any continues
U8 Zone - Successfully complete the game under the normal difficulty setting
U9 Zone - Successfully complete the game in under the normal difficulty without using any continues
V5 Zone - Successfully complete the game with 60 ability points
Inner Level A - Successfully complete the game with 60 ability points
Inner Level B - Successfully complete the game under the hard difficulty settings with ability points AP
Inner Level C - Successfully complete the game under the normal difficulty settings
Inner Level D - Successfully complete the game under the normal difficulty settings with ability points AP
Inner Level E - Successfully complete the game under the hard difficulty settings.

ONE

Level select
Enter HEVYFEET as a password.
All weapons
Enter MAXPOWER as a password.

ONSIDE SOCCER

Easy Wide Goal
By far the easiest way to beat the goalie is to simply run straight up the pitch towards the corner of the six-yard area (either side), thus well wide of the post. Instead of rushing at the feet of your striker, the goalie will remain rooted to the spot! Once near the six-yard area, just turn diagonally towards the net and bang it in by hitting the ✕ button.

PANDEMONIUM

Cheat modes
Enter each of the following passwords to access secret game modes.
Enter: TWISTEYE to move the screen about with the D-pad.
Enter: THETHING to alter your body structure.
Enter: HARDBODY to become invincible.
Enter: BODYSWAP to swap characters mid-game by pressing △.
Enter: OTTOFIRE for new weapon changes as it's picked.
Enter: VITAMINS to have 31 lives.
Enter: CORONARY to have loads of extra hearts.
Enter: BORNFREE to go to any world you want.
Enter: TOMMYBOY at the end of a level get a pinball game.
Enter: CASHDASH for bonus screens.
Enter: EVILDEAD for invincible bad guys.
Enter: INANDOUT quitting during play will return you to the map.
Enter: GETACCESS to open all levels.
Enter: ACIDDUDE for trippy graphics.
Enter: SKATBORD for a bonus round.
Enter: MAKMYDAY for a permanent weapon.
Enter: GENETICS so that pressing L2 and ○ mutates characters. L2 and ✕ returns to normal.
Enter: SAGGYJAWS to play as Judy Finnegan (only joking!).

PANDEMONIUM 2

Invincibility
Enter NEVERDIE as a password and a message will appear to confirm invincibility.
Level select
Input the password OCMCKKEJ.
Extra lives
Enter the password IMMORTAL to begin the game with 31 lives.

PARAPPA THE RAPPER

Bonus Level
Make sure you complete every level with the

PITFALL 3D

top rating of 'Cool' to unlock a bonus level which features the irresistible Sunny Funny and Kathy Kat dancing on a table.

Change PaRapper's voice

Complete the first two levels with the tricky 'Cool' rating. Then press the following combo: ⊗⊗⊗△○△○□R1 L1□⊗ and finish the next level as usual. On level four, press ⊗□△○⊗ to change his voice. Then hold R1 and press ⊙ or △ to cycle through the voices available.

PITFALL 3D

Passwords

More lives – GIVEMELIFE
View FMV – PLAYMOVIES
Pitfall retro game – CRANESBABY
Levitation – ZEROGHARRY
Big heads – BIGHEADHARY
Watch credits – CREDITS
Disappear – 2DHARRY
View 2-D scenes – PITFALLCOMIC
Turn off commentary – STOPTALKING
Maximum lives – STEVECRANEME
Demo mode – VIGILANTE

In game messages: Enter any of the following for a secret message.

SURFINGHARRY
SHARKY
IMPRESSGIRL
JESUSHINT
RICHARD BETH
STEPHEN MOMANDDAD
REDJAY

Level 3 with 56 lives

Enter DISCOLIGHTS5 as a password.

Old Pitfall game

You can play the original Pitfall game by entering the password CRANESBABY. Plus a number of other cheats for it...

Unlimited lives on old Pitfall: Press L1 + L2.

Crocodile Message: Press R1 + △ while on a crocodile screen.

Change head to Atari 2600 programmer: Press R1 + R2.

Change head to Atari 2600 programmer's daughter: Press R1 + ⊙.

PHILOSOMA

Hidden Game

By pressing **Start** and **Select** on controller 2 when the game is loading, you'll be able to play the hidden game, Phalanx.

POCKET FIGHTER

Play as Dan

Highlight Ken at the character select screen and press ⇨.

Play as Gouki

Highlight Ryu at the character select screen and press ⇦.

PO'ED

Full Inventory:

On the map screen, move the arrow so that it's pointing at you and then press **Start**. As the camera rotates, press L1□⊗ and ⊙ simultaneously. You'll now have all the weapons (press △ to ensure).

Health Refill

Press □ and L2 to perform a backflip; during this, press ↓⊗ and R2 simultaneously and you'll be revitalised.

Invincibility

On the weapon select menu, select the frying pan and return to the game. Return to weapon select, then press ⊙ and R1 to increment the selected weapon until you get 999 on your health counter.

Ammo Refill

Get in the FOOT MODE. Do a backflip by pressing □ and L1. During the backflip (before you land), press →, ⊗, and ⊙ at the same time. Now all of your weapons should have a weapon count.

See Final Sequence

Select Load Game then press and hold →, then press ⊙ followed by △ to cancel. Now press □ and ← together, then release. Press △ to cancel. You'll now be able to view the final kitchen scene.

Stage Select

On the main screen, press L1, L2, R1, R2 and ↑ simultaneously, then release. Press ⊙ to start a new game. At the Difficulty screen, press: L1, L2, R1, R2 and ↓ together. Choose your difficulty level and the stage select screen will then appear.

POOL HUSTLER

Play Bowlliards

Press ⇧⇧⇩⇩△△⊗⊗⇦⇨□⊙ at the title screen then select 'Bowlliards' from the main menu.

POP 'N' TWIN BEE

Stage Select

Play until you've obtained a high score of 573,000. Wait until the demo screen with Princess Merora appears and hold R1 and L1 then use ⇦ and ⇨ to select the stage.

Dark Play

Pause during 'arcade mode' and press... ⇧⇧⇩⇩⇦⇨⇦⇨⊗⊙.

PORSHE CHALLENGE

Enter these cheats on the main screen. You will hear someone burst into hysterical laughter if they have been successfully entered.

Fish Eye Lens: △□⊙L1 L2 R2 R1
Interactive Tracks: ←⊙↓△→□
Invisible Car: □⊙ L2+R2□⊙ L1+R1□⊙
Mad Race: Up, ←→**Select**
User Car Jumps: □⊙□
All Cars Jump: ↑□↑⊙↑□↑⊙↑□↑⊙↑□
High Voices: ↑△↑△
Unlimited Tries: L1+L2, R1+R2□
Test driver Available: →□← **Select** + ⊙
Tune Test driver: ←⊙→**Select** + □
Hyper Car: **Select** + □, **Select** ⊙, **Select** ⊙⊙
Mirror Mode: ←⊙↓△→□
Interactive Tracks: ↓ **Start** ↑ **Start Select Start**
Long Tracks: ↑+**Select**, ↓ +**Select**, **Start**, **Select**
End Game FMV: □ ⊙ ← +**Select**, → +**Select**

PROJECT OVERKILL

Pause, then select 'Review Mission' and enter any of the following codes.

Life Refill

Hold □ press ⊙⊗△ release □
Hold ⊙ press □⊗△ release ⊙

Cloak

Hold △ press □⊙⊙□ release △
Hold ⊗ press △△ release ⊗

Speed

Hold ↑ press △△△ release ↑
Hold ↓ press ⊗□⊙ release ↓

Max Ammo

Hold ⊙ and press □ hold △ and press ⊗, hold ⊙ and press ⊗. Hold ⊗ and press □

End level

Press ⊗↑↓↑. Hold □ and press ⊙. Hold ⊗ and press △

Test mode

Press ←→→←. Hold ⊗ and press △. Hold △ and press ⊗

PERFECT WEAPON

Level passwords

Enter the following codes at the password screen to get the level of your choice:

⊗□⊗□□⊙□⊙	Ice moon start
△△⊗□△△⊗⊙	Ice moon overseer
⊙⊗⊗△⊙⊙⊗△	Garden moon start
⊙⊗⊗△⊙⊙⊗△	Garden moon overseer
⊙△□⊙□□△△	Forest moon start
△⊙⊗⊗△□△△	Forest moon overseer
⊙⊗⊗⊗△⊙△△	Desert moon start
⊙⊗⊙⊙□⊙⊗□	Desert moon overseer
⊗⊗□⊗□□△⊙	Proteus moon start
□⊙⊗⊗□□□△	Proteus moon overseer
□△⊙⊗□△⊙⊗	FINAL LEVEL

PHILOSOMA

Hidden game

To play the hidden game, hold **Start** and **Select** on controller 2 whilst the game is loading. This will load up the game Phalanx.

POWER INSTINCT 2

Secret character

Start the game in team battle mode and at the character screen press ⇦⇨⇩⇧⇧⇦⇨⇦⇧.

PSYBADEK

Level select: Enter **'GOANYWHERE'** as a password.
Invincibility: Enter **'DONDACHAOS'** as a password.
Nine lives: Enter **'DONTDIONME'** as a password.
Infinite Jelly Wobble: Enter **'JELLYJELLY'** as a password.
Faster Dek: Enter **'DEKPOWERUP'** as a password.
Slower Dek: Enter **'CLAPPEDOUT'** as a password.
Big Xako: Enter **'INLILLIPUT'** as a password.
Small Xako: Enter **'SIZOFANANT'** as a password.
Extra Slide: Enter **'GREASEDDEK'** as a password.
Low gravity: Enter **'WALKONMOON'** as a password.
Upside down world: Enter **'TOPSYTURVY'** as a password.

PSYCHIC FORCE

Play as Keith

To unlock Keith hold START, Hard Punch, Light Punch and Guard while the character select screen is loading.

RAGING SKIES

Extra Time

As the game is loading hold down... L1+L2+R1+R2+⊗+⊙+△+□+⇦.

RAGE RACER

Mirror Toggle

While racing in internal mode, pause the game at any time and then press and hold △ and then tap L1 to make the rear view mirror disappear – R1 restores it again.

Mirror Mode

To enter Mirror Mode, in which the tracks are reversed so that all of the corners and writing are back to front, select Race **Start** from the main options and then hold L1, R1, **Select** and **Start** until the race begins. If the cheat has worked you will instantly notice the difference.

Advanced Colour Palettes

To access a greater range of colours to use on your team logo, perform the following: select Customise from the main options, then select Design and choose any logo or create your own. Then select Paint and then press any direction until the cursor is off the painting area. Now press a button to move onto the colour palette and then press L1, L2, R1, R2 and **Select**. If done correctly, additional boxes will appear on the right labelled R, G, and B. These letters represent the amount of hue for that specific palette that the cursor is highlighting. Pressing ⇧ and ⇩ will change which hue you alter and pressing R1 and ⇧ or ⇩ will alter the numeric figure in the hue box. Move the cursor onto the painting area and press L1, L2, R1, R2, and **Select**. You should now see a targeting cross-hair appear in the smaller picture area (for greater accuracy). Finally, keeping the cursor inside the painting area, press L1 and R1 in conjunction with any direction to rotate your design around.

RAIDEN PROJECT

Full Credits

At the option screen where you set the number of credits press and hold △⊙□⊗.

Mission Select

Access 'Difficulty' from the Settings menu. Hold down the shoulder buttons and press START.

Extra Options

Whilst playing, press and hold the four shoulder buttons to bring up an extra menu.

Power-Up Pixie

Find any trees that stop your fire, get close to the tree and keep firing. A small pixie will be released, catch it for extra power-ups when you die.

RALLY CROSS

Passwords

These codes can be entered on the Lap Record screen or as your name on the New Season start screen.

Feather – 3/4 the normal gravity
Float – 1/2 the normal gravity
Stone – twice the normal gravity
Radbrad – gravity that seems more realistic
Banzai – extremely forgiving car-to-car collisions (in other words, you can go through them)
Spinner – wheels can turn 90 degrees (watch the wheels when you steer standing still)
Noviscous – water, mud, and soft sand don't 'grab' you
Fat tires – back tyres are twice as wide
no wheels – wheels are not drawn
Wheels – only wheels are drawn
Vet me – win rookie season
Im a pro – win veteran season
Weeoo – win all but the last pro seasons

RALLY CROSS 2

Unlock tracks and cars: moobmoob
Hillside track: bsirhc
Dusty road track: mit
Rock creek track: kcin
Dry humps track: cire
Little woods track: foster
Frozen trail track: nivek
Disable car collisions: incorporeal
Low gravity: airfilled
High gravity: leadshot
Restore gravity: mooney

RAMPAGE 2: UNIVERSAL TOUR

Play as Ralph

Enter LVPVS as a password.

Play as George and Ralph

Enter SM14N as a password.

Play as Lizzie, George and Ralph

Enter S4VRS as a password.

Play as Myukus

Enter NOT3T as a password.

Play as Alternate Myukus

Enter B1G4L as a password.

Play as Noob Myukus

Enter SRY3D as a password.

Cheat Options

Enter BVGGY as a password to unlock a 'cheats' selection in the options menu.

RAPID RACER

Instead of entering your name, type in these codes for some cool effects. The symbol _ means leave a space.

_boa Access to all the craft
_qak All craft become ducks (!)
hurr You get the new, fast Hurrican craft
frac Fractal Generator.Make your own courses
_day Makes all the day tracks accessible
_nit Makes all the night tracks accessible
rrim Makes all the mirror tracks accessible
Winr Whenever you quit a race, you automatically win it.
d_ _* Change the * to a number between 1–6 to go straight to that day level. Replace the d with either n or m for night or mirror tracks

Special cheat: Load up a saved game, making sure that your memory card also has a saved game from Porsche Challenge on it. Now go back a couple of screens and change your name to bxtr. Check out your new craft!

RASCAL

Level and room select code:

Enter **HOUSE** as a password and begin the game. Press R1 during play to select a new level or R2 to choose a room.

RAYMAN

All levels and abilities

At the password screen enter – FJSJ!C620P

99 Lives

Pause the game then press and hold these button in this order – L2 R1 L1 R2. Release them in this order – L2 L1 R2 R1. Now press △ and old ⇨⊙□⊗. Release them in this order – ⇨⊗⊙⊙.

Picture in Picture

Pause the game while holding R2. Now press ⊙⊙⇦⊙⊙.

RIDGE RACER REVOLUTION

All Levels, Abilities and 99 Lives
At the password screen enter – NW?WD15!4Q.

Level Passwords

Level	Password
Start	38W8Z92W9M
Pink Plant Woods	L8W8Z9LW9M
Anguish Lagoon	L08ZH2W9M
Swamps of Forgetfullness	L04JPHLW9M
Mosquitos Nest	L044Z9LNHM
Bongo Hills	B0D4?HL29X
Allegro Presto	B0D4?1L29X
Gong Heights	B04DG13L9K
Mr Sax's Hullabaloo	B0D4?R33HP
Twilight Gulch	BH4N?1!3NP
Hard Rocks	T9DN?R33NF
Mr Stone's Peaks	49DN?1!!WF
Eraser Plains	DW44?1!CN7
Pencil Pentathlon	4NBN?1!5NF
Space Mamma's Crater	DCT4G13CDF
Crystal Palace	DCTW81!CD7
Eat At Joes	NWTDDR!346
Mr Skop's Stalactites	NW?WD15!4Q

RAYMAN PLATINUM

NEW

Ten Continues
Press ⇧, ⇩, ⇨, ⇦ on the continue screen when you have three or less continues remaining.

Ninety-Nine Lives
Enter XNB9FM!Z2? as a password.

Picture in Picture
Pause the game, hold R2 and press ⊙, ⊙, ⇦, ⊙, ⊙. Enter the code again to return to normal.

Rayman Demo
Hold L1+L2+R1+R2 after the Ubisoft logo appears, keep holding the buttons and when the wall appears press and hold START. Release the buttons when the screen turns black to view demo.

Full Power-Up with 99 Lives
When playing press START then carefully enter the following code. Press and hold the buttons in this order L2, R1, L1 and R2. Release the buttons in this order L1, L2, R2 and R1. Press and release ⊙. Hold then hold ⇦, ⊙, ⊙ and △. Release the buttons in this order ⇦, △, ⊙, and ⊙.

Level Select
Complete the game in arcade mode to unlock a 'Stage Select (Arcade)' option on the configuration screen. Note that you can't select the final Boss level with this option. Complete the game in extra mode to unlock the 'Stage Select (Extra)' option on the configuration screen. When you unlock both options they combine into a single option. A '13 Ships Mode' option will then be unlocked on the configuration screen that allows the game to be played with a fleet of thirteen ships and no continues.

RAY STORM

Extra credits
To receive an extra few credits, repeatedly tap **Select** at the title screen to set the total credits to nine.

Free play mode
When 'Press start' appears on the screen, hold: L1 + L2 + R1 + R2 and press **Start**. Still holding the above press: ↑x7 ↓ ↑ x4 and **Start**. You'll hear 'Limiter released' if it worked. Now go to the configuration screen and turn off the credit limit to enable free play.

Level select
Successfully complete the combat mode game under Arcade mode.

RAY TRACERS

Drive Tsumujikaze
Beat Tsumuji in time attack mode and you'll play the game in the Tsumujikaze.

Drive White Vestal
Finish the game with each car without using any continues.

Drive Black Vestal
Finsh the game using the White Vestal.

RC STUNT COPTER

All gold medals:
Press ⇩, ⇧, ⇦, ⇨, △, ⊗, ⊙, ⊙ at the title screen. The phrase "Cheater's Never Prosper" will be spoken and text will appear to confirm correct code entry.

Level select:
Press ⇩, ⇧, ⇨, ⇦, △, ⊗, ⊙, ⊙ at the title screen. The phrase "Cheater's Never Prosper" will be spoken and text will appear to confirm correct code entry.

Extra points:
Press L2, R2, L1, R1, △, ⊙, ⊗, ⊙ at the title screen. The phrase "Cheater's Never Prosper" will be spoken and text will appear to confirm correct code entry.

View ending sequence:
Press ⇧, ⇩, ⇦, ⇦, ⊗, ⊙, △, ⊙ at the title screen. The phrase "Cheater's Never Prosper" will be spoken and text will appear to confirm correct code entry.

Long name:
Press ⇧, ⇩, ⇦, ⇨, △, ⊗, ⊙, ⊙ at the title screen. The phrase "Cheater's Never Prosper" will be spoken and text will appear to confirm correct code entry.

READY 2 RUMBLE BOXING

NEW

Fight in the Gym
Select two-player arcade mode, hold L1+R1 when selecting a boxer at the character selection screen and continue holding the buttons until the arena appears.

Fight in the Two-Tier Arena
Select two-player arcade mode, hold L1 when selecting a boxer at the character selection screen, continue holding the button until the arena appears.

Fight in the Championship Arena
Select two-player arcade mode, hold R1 when selecting a boxer at the character selection screen, continue holding the button until the arena appears.

Alternate Cornerman Voices
Hold ⊙ and press the D-pad at the character selection screen.

Unlock Bronze Class Boxers
Start the championship mode and enter BRONZE as a gym name. This also unlocks Kemo Claw in Arcade Mode.

Unlock Silver Class Boxers
Start the championship mode and enter SILVER as a gym name. This also unlocks Bruce Blade in Arcade Mode.

Unlock Gold Class Boxers
Start the championship mode and enter GOLD as a gym name. This also unlocks Nat Daddy in Arcade Mode.

Unlock Champion Boxers
Start the championship mode and enter CHAMP as a gym name. This also unlocks Damien Black in Arcade Mode.

REBEL ASSAULT 2

Passwords
At the password screen, enter the following:

⊗⊙⊗⊙⊗△	Easy level
⊗⊙△△⊗△	Medium level
⊗⊙⊙△⊗△	Hard level
⊗△⊙⊙⊗△	Open all levels

REBOOT

Play as Enzo
On the main menu press: ↑←↓←↓ L1 R1 →↓→. Then start a new game.

Restore glitch energy
On the main menu press:→ L1↑→↓L1R1↑↓←

Sheilds
On the main menu press:↓R1←→↓L2R2←→↑

Play as Dot
On the main menu press:← R1→↑↓R2L1→↑↓

Best weapon
On the main menu press: ↑L1↓↑←R1 L2↓←→

Flying
On the main menu press:←↓→←↑R2L1↑←→ (Hold the Jump button to fly)

RE-LOADED

Extra Options
To use these cheats, pause the game and hold L1+L2 for ten seconds then input the codes. The new option will appear at the bottom of the menu.

Infinite Ammo
△←←←⊙△↓

Full Power ←↑⊗⊙

Level Skip ←△⊗→⊙△↓

Co-ordinates Display ↓⊗↓⊗↓⊗

RESIDENT EVIL

Rocket launcher
Complete the game in under three hours and you must save the rocket launcher to your inventory. Once you start again you should have a fully loaded rocket launcher.

Logging on
The computer in the Labs under the fountain needs three names to be activated fully. The first JOHN is the log in name. The first password is ADA and the second/last password is MOLE. 2.

Alternate costumes
If you complete the game with both Star members safe, you'll get a key to the cloakroom. That's the room off to the right of the starting point with the large mirror and a zombie crawling along the floor. Enter the room to find the costumes.

RESIDENT EVIL 2

Alternate clothing
Start the first scenario on the normal setting. Head for the police station without picking up any items. You'll find a new zombie appears below the steps outside. Kill the zombie and search him to find a special key – this key opens the locker in the save room next to the dark room. This locker contains alternate costumes for each player.

Infinite ammo weapons
It's possible to get them, but you must complete the game in normal setting within the restrictions for the chosen weapon…

Rocket Launcher: Completion in under 2.5 hours with an A or B ranking

Gatling gun: Completion in under 2.5 hours, no saves, no first aid sprays and an A or B ranking.

Machine gun: Completion of second scenario in under 3 hours with A or B ranking.

All Three weapons: Second scenario in under 2.5 hours with an A or B ranking.

Rebecca Chamber picture: Search the desk on the left side of the STAR's office around 50 times and eventually you'll find a roll of film. Take it to the darkroom to develop a pic of Rebecca in a basketball uniform.

Play as Hunk & Tofu
A. You need eight free blocks on your memory card and play the game four times with both characters in two scenarios in under 3 hours each.
B. You must also gain an A or B ranking (don't save more than three times, don't use any first aid sprays if you want an A ranking). Save each game seperately, no overwriting.
C: Play CLAIRE A as above. This'll save as LEON B. Save on memory position 1 on the memory card. Play as LEON A. This will save as CLAIRE B. Save on memory card position 2. Play LEON B, loading from memory position 1. This will save as CLAIRE A. Save it on memory card position 3. Now play CLAIRE B, loading from memory position 2. This will save as LEON A. Save the game on memory card position 4.
D: Now along the way you will have been awarded the HUNK save file. Save this on memory card position 5.
E: Now you have to play two more scenarios to finally obtain the TOFU. For these two scenarios you can use special weapons that you earned along the way (see infinite ammo weapons above), but you need an A or B ranking as before with a total time less than 2.5 hours using no first aid sprays and no saves.
F: For these final two scenarios, do as follows:
Play LEON A, loading it from memory position 4. This will save as CLAIRE B. Save this game in memory card position 6. Play CLAIRE B, loading it from memory position 6 as above. This will save as LEON A. Save this game on memory position 7.
G: As soon as this is saved, you'll be given the TOFU save file. Save this file on memory card position 8.

RESIDENT EVIL: DIRECTOR'S CUT

Double items
On the skill level screen, highlight Advanced and hold → and it'll turn green. Once you start playing, every item accquired is doubled.

Resident 2 skill levels
On the Resident Evil 2 demo, highlight New Game and hold → . You'll now be able to choose Normal and Rookie modes.

RETURN FIRE

Level Codes

One Player Mode
2 – Umbrella, Bird, Butterfly, Flower
3 – Smiley, Cup, Rabbit, Umbrella
4 – Rabbit, Umbrella, Bird, Bird
5 – Flower, Umbrella, Rabbit, Cup
6 – Bird, Cup, Butterfly, Bear
7 – Bear, Bear, Shamrock, Bird
8 – Rabbit, Cup, Umbrella, Heart
9 – Shamrock, Butterfly, Bird, Heart
10 – Heart, Cup, Butterfly, Heart
11 – Umbrella, Umbrella, Bird, Flower
12 – Flower, Cup, Shamrock, Butterfly
13 – Heart, Umbrella, Shamrock, Heart
14 – Rabbit, Smiley, Flower, Shamrock

Two Player Mode
2 – Umbrella, Bird, Butterfly, Flower

RIDGE RACER

Reverse Tracks
Come first in all four of the original tracks.

Extra cars
Complete the Galaga stage while Ridge Racer is loading and you will be able to select from 12 cars rather than the standard four.

Twin ships in Galaga
Hold the buttons L1, ↑, △ and ⊗ while the game loads to get two ships side by side in the Galaga game.

Mirror mode
Turn around at the start of the race. Drive into the brick wall at high speed to pass through onto the mirror track.

Flag tricks
At the start screen, where you see the chequered flag waving, hold down the L1 and R1 or L2 and R2 buttons. By pressing the directional pad you can flip and rotate the flag while ⊗ and ⊙ zoom in and out. Pressing START while holding L1 and R1 or L2 and R2 will make the flag transparent.

Spinning objects
On the car select or track select screens, press the L1 or R1 buttons to rotate the cars or tracks to the left or right. The longer the buttons are pressed, the faster the objects spin.

Race as the Galaxian 13 (black Lamborghini)
Go to the Time Trial Extra track, on the first bridge you'll see the Galaxian 13 car. Note, you may let the Galaxian 13 pass you in the first lap. It will stop on the side and wait for you to enter the second lap. On laps two and three, however, do not let it pass you. Beat the Galaxian 13 car to unlock it.

RIDGE RACER REVOLUTION

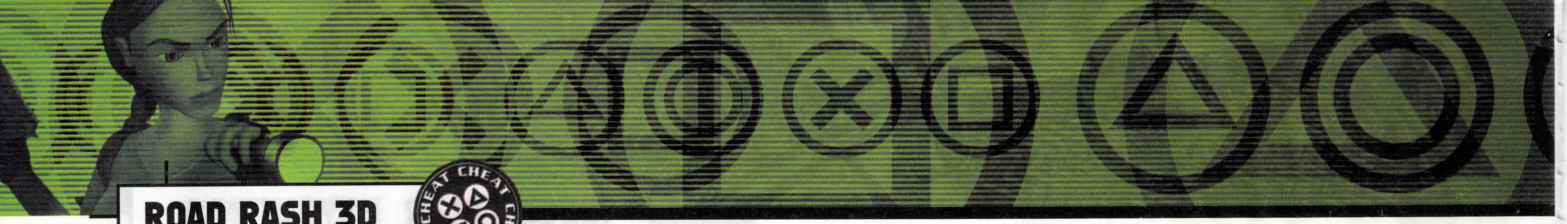
Extra cars
Destroy all the aliens in the Galaga '88 game during loading.

Secret bonus
Get a hit rate of zero in the Galaga '88 game and you will get a secret bonus with an unknown effect.

Extra tracks
By coming first in all three tracks (Novice, Advanced, Expert), you will gain the ability to race the tracks again in reverse. Furthermore, you get the option to pick one of four engines for use in your car.

Race settings
By coming first in all six tracks (normal and reverse tracks in Novice, Advanced and Expert), you will gain the ability to select the time of day to race: Normal, Noon, Evening and Night.

Time trial techniques
There are three secret cars in Time Trials: 13th Racer (Novice), 13th Racing Kid



ROAD RASH 3D

(Advanced), White Racer (Expert). To beat any of the secret cars, you have to hit them as they attempt to pass you. This will make the secret cars slow down a lot. You've had it if they get past you as they are impossible to catch. You don't have to hit then until the second lap; the rear view mirror will enable you to see when they are approaching. Winning the Time Trials allows you to select the secret cars – this gives you a total of 15 cars to choose from.

Light tricks
Holding down L1 and R1 while at the main screen (the one which displays Game **Start** and Options) enables you to control the positioning and intensity of the spotlight. Use the directional keys and other buttons to alter settings. △ zooms out while ✕ zooms in. L1 and R1 must be held down at all times.

Mirror mode
Turn around at the start of the race. Drive into the brick wall at high speed to pass through onto the mirror track.

ROAD RASH 3D

Hitch a ride
Press ✕ twice to pop a wheelie, then keep tapping ✕ until a car is found. Ride over the car, then brake and press ○. Get it right and your bike will be moving with the car.

ROLLCAGE

Easy Tracks
Enter EEFNIEBA as a password, then select the 'Easy' difficulty setting.

Hard Tracks
Enter EEFPHMBC as a password, then select the 'Hard' difficulty setting.

Expert Tracks
Enter HEMPCMDD as a password, then select the 'Expert' difficulty setting.

Air horn
Enter AIRHORNS as a password, then press SELECT during game play.

Cheat mode
Enter MAXCHEAT as a password for all leagues, mirror mode, mega-time trials, and more cheat options.

Development Team High Scores
Enter BESTLAPS as a password to display the best times from the development team.

RIVAL SCHOOLS: UNITED BY FATE

Rotate Vs Screen
At the Vs screen on the arcade disc, use the D-pad to rotate the screen. Shortcuts must be disabled first though.

Easy Alternate Costumes
Complete the game, then hold L2 to select alternate costumes for Tiffany, Hinata, Natsu or Kyoko.

Alternate Hinata Costume
Complete arcade mode with Hinata, Batsu, and Kyosuke. Then, with shortcut mode enabled, choose the alternate character from the bottom row of the character selection screen.

Alternate Kyoko Costume
Complete arcade mode with Kyoko and Hideo. Then, with short cut mode enabled, choose the alternate character from the bottom row of the character selection screen.

Alternate Natsu Costume
Complete arcade mode with Natsu, Shoma, and Roberto. Then, with shortcut mode enabled, choose the alternate character from the bottom row of the character selection screen.

Alternate Tiffany Costume
Complete arcade mode with Tiffany, Roy, and Boman. Then, with shortcut mode enabled, choose the alternate character from the bottom row of the character selection screen.

ROCKMAN

Final stage
Enter the stage select screen and highlight the 'X' logo. Quickly press ↓○✕. The cursor will move to the bottom of the screen to confirm correct code entry.

Zero's light sabre
Enter 7357 7533 6462 7835 as a password to start a game with a light sabre.

All enhancements
Enter 6414 4155 6872 3356 as a password to start a game with special capsules (double air dash, hyper charger, super armour, I tracer) already obtained.

ROGUE TRIP

Enter the following codes as passwords to get the required option.

Alien saucer	R1 □ ✕ □ L2 ○
Play as Goliath	△ L1 R1 ✕ L2 L2
Play as Nightshade	R1 R2 L1 L1 ✕ ○
Play as Helicopter	L1 △ R2 △ △ R1
Double pick-ups	L1 L2 ○ L1 R1 □
Increased armor	R1 △ R1 △ L1 □
Unlimited turbos	□ ✕ ○ △ R1 R2
Unlimited jumps	○ □ R2 ✕ △ R2
Funtopia level	✕ ○ L2 ✕ □ L1
Gulch level	✕ □ ○ L1 L2 □
Boss Battle 1	○ R2 R1 □ L1 R2
Boss Battle 2	○ ○ L2 L1 △ △
Boss Battle with Big Daddy	□ △ ○ ○ R2 R2
Duke Nukem: Time To Kill FMV sequence	□□○○△△

R-TYPES

Level select
Highlight either the "R-Type" or "R-Type II" at the title screen. Quickly press L2 10 times follwed by R2 10 times. Begin gameplay and press **Start**. Any level may now be accessed – this includes the ending FMV sequences.

Turbo mode
Press **Start** to pause gameplay in R-Type or R-Type II. Hold L2 and press
→→→↑↓←↓←○

Slow motion
Press **Start** to pause game in R-Type or R-Type II. Hold L2 and press
→↑→→↑↓←↓←○

All weapons
Press **Start** to pause game play in R-Type or R-Type II. Hold L2 and press
→↑←→↓←↑→ followed by one of the following buttons:
△□✕○ or R1. Each one represents a weapon.

R-TYPE DELTA

Level select
Use the bombs more than 10,000 times. You can check this by using the "Notes" menu. A "Stage Select" option will appear when you have achieved this.

Extra credits
Play the game for over three hours to increase the number of credits to nine.

Unlimited credits:
Play the game for over six hours to unlock a "Free Play" mode.

Power Armour
The Power Armor can be accessed by successfully completing the game on Human or higher difficulty setting. Alternatively, play the game over one hundred times.

RUNNING WILD

Shortcut in Lava Level
A short way after the finish line there is a hole all the way over to your right just after you jump over all of the lava pits. Run onto the last booster before the hole in the wall and jump into it. This hole cuts across part of the level.

Shortcut in Jungle
Jump through right next to the final waterfall in the Jungle to find yourself at the finish line.

Shortcut on Moon
The shortcut is directly after the split tunnel starts on your left. Run
to your right, then jump at the wall on your left after you pass the ramp.

Alternate Uniforms
To change your uniform colour press L1 or R1 when choosing a character.

SAMURAI SHOWDOWN 3

Play as Zankuro
Choose 'Vs' mode and go to the character select screen. Hold down START and highlight these characters in this order – Haohmuru, Ganjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and Shizmaru. Now hold START and press ✕ and □.

SAN FRANCISCO RUSH

Truck
Select any car, then hold L1 until the race starts.

Buggy
Select any car, then hold R1 until the race starts.

Hidden car
Select any car, then hold R1 + R2 until the race starts.

Extra cars
Select any car, then press ↓ on the transmission selection screen to cycle between low rider, bus, rocket engine car, taxi and police car.
Note: The number of cars that are selectable depends on how many keys have been found. To drive the police car, Circuit mode must be completed.

Extra cars 2
For even more vehicles, press ○ on the car selection screen. This gives you the Viper, hippy van, VW beetle and McLaren.

SHADOWMASTER

Cheats
On Level 1, kill the two shadowfists from the first room that opens, then go in there in order to enter the following codes.

Invincibility
Press L1 L2 R1 R2 ✕ all at the same time to make the screen flash blue.

All weapons
Press L1 L2 R1 R2 ○ all at the same time to make the screen flash red.

Level select
Press L1 L2 R1 R2 △ all at the same time to make the screen flash green. Then quit the game to get a level select on the start screen.

S.C.A.R.S.

For these cheats, enter the codes as passwords.

Scorpion car	**DESERT**
Panther car	**MYSTER**
Cheetah car	**RUNNER**
Cobra car	**RATTLE**
All cars	**ALLVID**
Master Modus	**XPERTS**
Crystal Cup	**GLASSX**
Diamond Cup	**ROCKYY**
Zenith Cup	**ZDPEAKB S.C.A.R.S.**

For these cheats, enter the codes as passwords.

SHOCKWAVE ASSAULT

Cheat Codes
Pause the game, press ○□✕ and then quit by pressing the **Select** button. Next press ○○✕○△□ for a special laser ○✕□ to be refueled or □✕△ for invincibility.

SILENT HILL

Extra options
Press L1 L2 R1 R2 at the options screen. You get an extra menu with weapon control, blood colour, view control, retreat turn, walk/run control, and auto aiming selections will appear.

SIM CITY 2000

Loads Of Money
Load or start a city. Once you're in the game, access City Info/Budget. At the Budget screen hold R1 and press ✕○△□ and release R1. Then hold L1 and press ✕○△□ and release L1. Then hold R2 and press ✕○△□ and release R2. Then hold down L2, Press ✕○△○ and release L2. You will hear a cheer and your cash will increase to $1 million.

Free Credit
On the budget screen, hold △ and press L1 L2 L1 L2 R2 R1 R2 R1. You can now have bonds at 0% interest.

SKULLMONKEYS

Passwords

Monkey Shrines	R2 R2 ○□
Hard Boiler	R2 □ R2 R1 □ ✕ R1 ✕ ✕ R1 △
Sno	○△□△○ R1 R1 L1 ✕ R1 □
Elev. Struct. of Terror	L1 L1 □ L1 □ R1 □ L1 □
Castle De Los Muertos	○ L1 ✕ △ □ ✕ ✕ ✕ L1 R1
YNT Death Garden	□ R1 ○ L1 ○ R1 ○ L1 ✕ ✕ □ R2
YNT Mines	✕ □ ✕ △ ✕ ✕ □ L1 □ □
YNT Weeds	△ R2 △ △ □ ✕ ○ L1 □ △ □ □
Evil Engine #9	✕ △ ✕ ✕ R1 ○ □ ✕ L1 ✕

SLAMSCAPE

Passwords
Enter the following codes at the password screen for the listed effects:

□□✕□□△○□	– hidden movie
△○✕△✕✕△○	– unused art level
✕✕✕△○✕□△	– uraniumania
□□□□△○△△	– repsychler
□□□✕△△□✕	– endless bummer
○△✕△✕□□△	– viva los vagrantes
○○○□□✕✕△	– credits
○○○△✕✕△○	– game over/win

SLED STORM

Storm Sled
Enter the options screen and select 'Load/Save' to display the password screen. Now enter ○△□ R2 R2 L1 ✕△ as a password. The Storm Sled is now selectable in single race mode.

Play as Sergei
Enter □L1□L2△R2✕○ as a password.

Play as Jackal
Enter L2 L2 ○ R2 □ R1 L1 △ as a password.

Bonus points
To get 7500 easy points simply run over the rabbits found on the courses.

SMALL SOLDIERS

Level passwords:

Gorgon:	✕✕△□□✕○✕
Dimensional Temple:	□✕△□□○✕
Floating Fortress:	○✕✕△□□○○○✕
Spirit Bog:	△✕△□□△○✕
Canyon Village:	✕○△□□○△✕
Creepy Cavern:	□□△□□□△✕
Space Ship:	○□△□□○△✕
Hall Of Patriot:	△ △○△□□○△△✕
Graveyard Of War Machines:	✕○△□□✕✕□
Nuclear Mine:	□○△□□□✕△

SOUL BLADE

Alternate Endings
To alter the end sequence press these buttons when the screen returns to full size.

Sophitia: As she walks through the woods press ⇨ to make her walk to a pond and wash.

Rock: When he is standing in front of the Soul Edge press △ and he will return to America.

Siegfreid: When he is standing in front of the Soul Edge press △ to make him destroy the blade and return home.

Li Long: Tap ○ and △ when he falls to his knees to make him get up. He then returns to his wife.

Taki: As the Soul Edge flies towards her press ✕ to allow her to capture them.

Voldo: When he holds the blade to his face press ⇧ then ⇩ to get him to break it.

Hwang: As he goes to grab the Soul Edge, press ○ and he returns triumphantly to Korea.

Cervantes: Press △ after the final fight and he'll kill himself.

Seung Mina: Quickly press ⇧ then ⇩ as her father raises his sword to dodge the blow.

Mitsurugi: When faced with Tanegashima, press ⇦ or ⇨ to avoid his arrows. Run up to him and press ○ to kill him.

Voldo: When he holds the blade to his face, repeatidly press ⇧ and ⇩ to make him destroy it.

Play As Soul Blade
Either complete the game with every character or play for 20 hours and that Soul Blade will have appeared on the character select screen.

STAR WARS: MASTERS OF TERAS KASI

Play As Sophitia!
Complete the Edge Master Mode using Sophitia and obtain her eighth weapon. Scroll past the visible characters at the character select screen to find Sophitia!.
Play As Sophitia!!
Complete the Edge Master Mode with every character and get all of their weapons.
Play As Siegfried!
Complete the Edge Master Mode using Siegfried and obtain his eighth weapon. Siegfried! will appear next to Sophitia! at the character select screen.
Play As Han Myong
View Seung Mina's and Hwang's alternate endings (see above) and he will appear between Sophitia! and Siegfried! at the character select screen.
Alternative Outfits
Here's how to access each characters costumes:
Costume 1 – ⊙
Costume 2 – ⊗ + ⊙
Costume 3 – ⊙
Costume 4 – △
Costume 5 – ⊗ + △

SOUTH PARK

Master cheat
Select the 'Enter Cheat' option from the main menu. Enter ZBOBBYBIRD as a code to unlock all cheat features the "Cheats" option. The name of the cheat will appear to confirm code entry.
Chef in multi-player mode
Enter YLOVEMACHINE as a code.
Wendy in multi-player mode
Enter BCHECKATACO as a code.
Terrence in multi-player mode
Enter SRAFT as a code.
Phillip in multi-player mode
Enter PPHAERT as a code.
Ned in multi-player mode
Enter JHAWKING as a code.
Mr. Macky in multi-player mode
Enter ACHEATINGSBAD as a code.
Officer Barbrady in multi-player mode
Enter DELVISLIVES as a code.
Big Gay Al in multi-player mode:
Enter GOUTRANGE as a code.
Starvin Marvin in multi-player mode:
Enter MSLAPUPMEAL as a code.
Mr. Garrison in multi-player mode:
Enter VDOROTHYSFRIEND as a code.
Pip in multi-player mode:
Enter EFISHNCHIPS as a code.
Jimbo in multi-player mode:
Enter QSTARINGFROG as a code.
Ike in multi-player mode:
Enter HKICKME as a code.
Ms. Cartman in multi-player mode:
Enter KALLWOMAN as a code.
Mephisto in multi-player mode:
Enter NGOODSCIENCE as a code.
Alien Visitor in multi-player mode:
Enter TMAJESTIC as a code.

SOVIET STRIKE

Mission passwords
1: WORSTCASE
2: GRANDTHEFT
3: GROZNEY
4: CHERNOBYL
5: CIVILWAR
Password cheats
NOSFERATU – **Start**s on Campaign 4 with 5lives.
ELVISLIVES – Infinite choppers.
DAVEDITHER – More powerful weapons.
IAMWOMEN – Unlimited armour.
MOUNTANDEW – Unlimited fuel.
MIDNIGHOIL – Infinite ammo, fuel & invincibility.
FUGAZI – Infinite ammo, fuel & lives.
THEBIGBOYS – Infinite ammo, fuel & double damage.
VULTURE – Double mileage (less fuel consumption).
ANGRYLOCAL – Soldiers and hostages crowd around helicopter.
QUAKER – Enemies don't fire on you.
STRANGELUV – Unlimited ammo.
EARTHFIRST – Unlimited fuel.
GHANDI – You are viewed as a friendly.

SPACE HULK

Access Cheat Menu
Hold L1 and press ⊗⊙⇨⊗△⊗⇩⊗⊙⇨⊗.

SPACE GRIFFON VF-9

Max energy & ammo
Pause and press △⊙⊗L1 L2 R1 R2 during a normal game to maximise energy and ammunition.

SPACE JAM

Unlimited Power
At the title screen, press ⊙△⊙⇦⇨ and L1 for unlimited power. There's no excuse for not hammering the opposition now!

SPAWN

Level skip
Pause the game, hold L1 + R1 + L2 + R2 and press △⊗⊙⊙⊙⊙
Shield
Pause the game, hold L1 + R1 and press △△⊗⊗⊙⊙
All power-ups
Pause the game, hold L2 + R2 and press △⊙⊙⊗△⊗
All items
Pause the game, hold L2 + R2 and press:⊗⊙⊙△⊙⊙
Invisibility
Pause the game, hold L1 + R1 and press:⊙⊙⊙⊙△⊗
Reset physical ability
Pause the game, hold L1 + R1 and press:⊗⊙△⊙⊗⊙
Reset magic ability
Pause the game, hold L1 + R1 and press:△⊙⊗⊙△⊙
Energy restore
Press L1 + R2 during play to restore your energy – as many times as required if you entered the power-ups cheat above.
Bonus interview
Play track 16 of the game in a standard audio CD player to hear an interview with Todd McFarlane (the creator of Spawn).

SPEEDSTER

Cheats
Enter the following codes on the Speedster screen with the message 'Press a key'.
⊗↑△↓ R1 L1 – Hidden tracks.
←△R1⊙L1↓ – Reverse tracks.
→⊙←⊙↑⊗ – Super championship.
L1 R1 L1 ⊙ R1 ↑ – Heavy metal cars.
↑←→⊗⊙⊙ – Performance cars.

SPEED FREAKS

Bomb:
Similar to the slime but more powerful. Again, this is best employed on narrow tracks or corners. It's also worth dropping among power-ups.
Red Bomb:
A variation on the standard bomb, but significantly more powerful.
Aerial Bomb:
As the name implies, this launches bombs, the twist being that the bombs fall from the sky.
Speed Boost.:
This pick-up fills your turbo boost gauge to maximum... Vroom!
Missile:
A single missile projectile, its poor accuracy means it should only be used at close range.
Multiple Missiles:
A variation on the standard missile which fires three blasts at once.
Homing Missile:
The thinking man's weapon of destruction – simply fire and forget.
Invisibility:
Using this potion grants the user temporary invisibility, thus allowing you to pass your opponents unscathed.
Machine Gun:
Fires a volley of bullets at your opponents. Best used at close range.
Shockwave:
Launches an electrical blast which takes out anyone in its path.
Pop Tires:
Causes all your opponents tyres to inflate and burst. The most powerful weapon in the game, best used during the final lap.
Turbo Start
Just like a certain karting game featuring a plumber, Speed Freaks includes a turbo start trick which allows you to take an early lead from the pack. To perform this manoeuvre simply press and hold accelerate in between the penultimate and final starting lights. Keep practising to get the timing right.
Hidden Characters
Come first in each of the four races in each league and you'll be entered into a challenge race. Here you must compete against a new opponent. Win this race and control of the new character is yours.

SPICE WORLD

Enter the following at the menu screen where your chosen Spice Girl stands on a rotating sphere.
Naked Spice Girls (yes, Naked!)
Hold **Start** and press ⊙ △ △ ⊙. Next press L1+L2+R1+R2+**Select**+**Start** to reset the game. You'll now see a different title screen with the Spice Girls sitting naked behind a set of chairs.
Big Spice Girls:
Hold **Start** and press ⊙⊙⊙⊙.
Extra dance moves:
Hold **Start** and press ⊙△⊙△. Enter the television studio to see the Spice Girls standing around their purses instead. Go to the dance studio to find the new moves.

SPIDER

Recharge weapons & energy
Pause the game and enter the following code: △⊗⊗⊙⊗⊙⊗△⊗△⊙
Shrink
Pause the game and enter: △⊙⊙△

SPOT GOES TO HOLLYWOOD

Cool menu
On the title screen press
△↑→↓←△←↓→↑△
A new 'cool' option will appear on the menu. **Select** it and you can choose 'open all options', which lets you start from any level.
50 lives
Enter the cool menu code, pause the game and press ⊙.
View all FMV
Enter the cool menu code and go to the level screen. Hold ⊙ and then press **Start**.

SPYRO THE DRAGON

Access Crash 3 demo
Load up the game as normal and then press L1+△ when prompted to 'Press Start'. A playable demo of Crash Bandicoot 3 will now load up.
99 Lives
Whilst playing press START and go to the inventory screen. Press ⊙⊙⊙⊙⊙⊙↑⊙←⊙→⊙ and you'll get 99 lives.

STARBLADE ALPHA

Rapid fire
On the title screen press: ↑↑↓↓⊙△⊙
Infinite continues
On the title screen, press: ↑→↓←⊗⊗⊗

STAR GLADIATOR

Invisible walls
If you beat the game on any skill level, go to the options screen and a new option will have appeared that allows you to turn the invisible walls on or off.
Fighting in the dark
Select your character as per normal and then press ↓ + L2 + R2 and hold them until the fight starts. You'll now notice a distinct lack of light as you commence the fight.
Fight as Bilstein
This cheat can only be accessed in one player mode, but once it has worked you'll be able to access the character in two player mode. On the character select screen, go to Hayato and press and hold **Select**. Now move to Gore and press ⊗⊙⊗⊙⊙⊙⊙△△△⊗⊙. Bilstein will now appear to the right of Gore.
Fight as Kappah
Once again, this cheat can only be accessed in one player mode, but once it has worked you'll be able to access the character in two player mode. You must perform the Bilstein cheat before this one. On the character select screen, go to Bilstein, then press and hold **Select**. Now move to Hayato and press ⊙⊙△⊙⊗⊙△⊙⊙⊙⊗△. Kappah should appear left of Hayato.
Play as Blood
Once you've got the Bilstein and Kappah codes working, go to the character select screen once again and then move your cursor to Bilstein. Now press and hold **Select** whilst entering the following code: ⊗⊙⊗⊙⊗⊙. Now move to Kappah without highlighting any other characters in the process and press ⊙△⊙△⊙△. Finish off by pressing L1 + R1 and if the cheat works, you'll hear a suction noise. Blood will now be available from the character select.
Big head mode
After choosing your character, press and hold → **Start** ⊙ and ⊙. Continue to hold them down until the round starts. To get the shrunken head mode, use the above cheat but press ← instead of →.
Super Bilstein
Set all the options to the default settings and then complete the game in six minutes or under to compete against super Bilstein. He's a biggun!
Half gravity mode
You must first complete the game on any skill level for this to work. During the stage load, simply hold ↑. The invisible walls option is on automatically, so you don't have to worry about ringouts. Every time you hit an opponent hard, they'll fly off and bounce against any walls they should hit.

STAR WARS: MASTERS OF TERAS KASI

Midget mode
Hold ↑⊗ + **Select** + R2 when choosing your fighter and keep holding them until the fight starts.
Alternate costumes
Hold L1 at the character selection screen and select your character.
Level select
Select Chewbacca as a character, set the diffuculty level to Standard, player change to No, and continue to No. Complete the game in practice or arcade mode. Level select may now be accessed in versus mode. Use L2 and R2 to choose the arena.
Fight as a Stormtrooper
Select Han Solo, set the diffuculty level to standard, player change to No and continue to No. Now complete the game in arcade mode.
Fight as Darth Vader
Select Luke Skywalker, set the difficulty level to standard, player change to No and continue to No. Complete the game in arcade mode. When playing as Darth, the secret Mara Jade character will appear instead of a mirror match.
Fight as Jodo Kast
Set player change to No and continue to No. Now defeat at least seven adversaries in survival mode. Jod has the same moves as Boba Fett.
Fight as enslaven Leia
Select Princess Leia, set the difficulty level to Jedi, player change to No and continue to No. Complete the game in arcade mode. Now you can select Leia in her Jabba slave costume. Moves are the same.
Big head mode
Select Versus or practice mode. Hold **Select** after choosing a character and keep the button held until the match begins.
Full screen
Hold select + L1 + R2 after choosing a character and keep the button held until the match begins.

STAR WARS EPISODE 1 - THE PHANTOM MENACE

STAR WARS EPISODE I - THE PHANTOM MENACE

Debug mode
Highlight "Options" at the main menu and press △,⊙,⇦,L1,R2,⊡,⊙,⇦. A beep will confirm correct code entry. Hold L1+SELECT+△. A droid test debug menu with level select, FMV sequence, sound test, and invincibility options will appear. To start on a new selected level, exit the cheat menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press ⊗. Hold L1+SELECT+△ to return to the menu at any time.

STEEL HARBINGER

Level select to be entered on title screen
Los Angeles – ⊙ ⊙ R2 R2 ⇦⇨⇧L2 L2△
Los Angeles 7 – ⊙ ⊙ L2 L2⇦⇨⇧R2 R2 △
Las Vegas – ⊡⊡L2 L1 ⇧⇩ R1 R2 ⇦ ⇨
Las Vegas 7 – ⊡⊡L2 L1 ⇧ ⇩ R1 R2 ⇨ ⇦
San Francisco – ⊡⊡ L2 R1 △ L1 R2 ⇩ ⇧ ⇦
Houston – L2 L1 R1 R2 ⊙ ⇦ ⇦ △ ⇨ ⇨
Washington – ⊙ ⊙ L1 R1 L2 R2 ⇦ ⇨ △ ⊡
Florida – L1 R1 ⊡ ⊙ R2 L2 ⇧ △ ⇩ ⇩
Nebraska – ⊡ ⊡ ⇦ ⇦ ⊡ ⊙ ⊙ ⇧ ⇧ ⊡
Moorbase – R1 R1 L2 R1 ⊡ △ △ ⇦ ⇨ R2

STEEL REIGN

Enter these cheats at the main menu.
Invincibility L2 L1 R2 ⊙⊡⊙⊙ L1 L2 L1
Secret Tanks L1 L2 L1 ⊙⊙⊙⊙ L2 L1 R2
Extra Level L1 L2 L1 L2 R2 R1 ⊡⊙⊙⊡

STREET FIGHTER COLLECTION

Play as Cammy
Choose Vega in arcade mode and finish the game in first place with a score of more than 50,000. Then enter the name CAM on the high score screen. When you select the versus mode, press start three times when Vega is highlighted.
Play as evil Ryu
Choose Arcade mode and put the cursor on Ryu as normal, then press **Start** three times.
Classic characters
To play as the old style street fighters, select their Alpha counter parts and press **Start** twice on them.
Play as Akuma on Super Street fighter
Choose versus mode and press L1 + L2 + R1 + R2 when you've highlighted Ryu.

STREET FIGHTER ALPHA

To fight Dan
Start a one player game and make sure you don't lose a match. Hold ⇧, L2 and R2 together as the winning words appear and then release. On winning your fifth match, you will fight Dan.
To fight Akuma
Start a one player game and get to the last fight without losing a round. You must win every match in two rounds without a lost round. Try to finish every round with a Super Combo. If you win a total of ten rounds with Super Combo finishes, Akuma will appear.
Selecting Dan
During the character select screen, highlight the question mark (random character select), hold down L2 or R2 and press △,⊡,⊗,⊙ and △ to pick the hidden character Dan. To get a different colour outfit for Dan, hold L2 or R2 when positioned over the question mark at the character select screen and press △,⊙,⊗,⊡ and △.
Taunts
Press SELECT to get your character to taunt your opponent.
Choose winning quote
If you win a match, you can choose your own winning quote by holding down all three punch or kick buttons and moving the joypad in a certain direction before the winning quote appears.

STREET FIGHTER EX PLUS ALPHA

Hidden Barrel game
Highlight the practice option on the mode selection screen and press **Start**. Then press ↑↑→↑→↑ **Select**. A message will appear to confirm correct code entry.
Select the bonus option under practice mode to play the bonus barrel game.
CPU controlled team battle round
Select team battle mode. Hold L2 + select at the versus loading screen until the match begins. The CPU will control your fighter for this round. This code may only be entered once per team battle.
View hits in survival mode
Press **Select** at the survival results screen to display the number of hits completed.
Hiding your fighters
This can prove useful because if you don't want your opponent to see who you're picking, you can cover it up. Simply hold L2 down, then select your characters. When you release L2, they'll be replaced by question marks.
Gouki's (Akuma's) beads
Simply finish Gouki off with a super combo and his necklace breaks off.

STREET FIGHTER ALPHA 2 / ZERO

Fighting Turbo Akuma
To meet the Super Turbo Akuma character in arcade mode, simply battle through the game on any level setting and try to get at least eight Super Combo finishes before you reach the final match against your respective boss. Now, instead of fighting them straight away, the 'Here comes a new challenger' message will appear and Akuma will warp down to that stage and take you on.
Play as Turbo Akuma
Highlight Akuma on the character select screen and hold **Select** for a few moments. Now press the following sequence: ⇩⇨⇨⇩⇦⇩⇦⇩⇨⇨⇨. If you have followed this correctly, your cursor should start and finish on Akuma. Now hold **Select** again and then push another button to select.
Old-Style Chun-Li
Hold down the **Select** button for five seconds before pressing one of the other buttons to select her.
White Dhalsim & Vega
Select Training Mode, choose Dhalsim or Vega, then start playing. Do the teleport move. At the instant the fighter disappears, press **Start**, go to the menu and highlight normal mode. **Start** again and your fighter will appear in white. To revert to normal colour, teleport again.

STREET FIGHTER ALPHA ZERO 3

The *Street Fighter* series just keeps on going and going like some deranged Duracell bunny rabbit possessed. Here's some stuff you may find interesting if you're into this kind of thang...
Fight as Evil Ryu and Guile
In 'World Tour', get to the last stage with your fighter at level 30 or more. Three extra stages can now be accessed. Ryu and Guile are bosses on these stages. Defeat them to unlock them on the character select screen.
Fight against Shin Goku
Complete as above. The final extra stage will pit you against Shin Goku. Defeat him and he can then be selected by pressing L2 on the character selection screen while Goku is highlighted.
Fight against Super Goku in Final Battle
Enter 'Final Battle'. Hold L1 + L2 before the versus screen appears. The versus screen will show you're fighting with Super Goku to confirm correct code entry.
Fight as Shin Goku
Defeat Shin Goku. At the character selection screen, hold L2 and choose Goku.
Fight as Arcade Balrog
Enter 'World Tour' mode. Win without unlocking Guile or Evil Ryu. Play up to Infinite Super Meter M.Bison only. Once the credits are complete, access any mode, highlight Balrog, then hold L2 and press any button. Arcade Balrog's Punch attacks are the same as his Kick attacks except for the D + HP and D + HK attacks.
Unlock 'Team Battle' and 'Survival' modes
Complete a World Tour with a result of around level 10 or more.
Unlock 'Dramatic Battle' and 'Final Battle' modes
Complete arcade mode on difficulty level 8.
Unlock 'Dual Battle'
Using Ryu and Ken, complete 'Dramatic Battle'. Then complete it again with Juli and Juni.
Classic mode
Play for a total of three hours under Options. Then, highlight a fighter at the character selection screen and press Select to fight as the classic version. Alternatively, successfully complete arcade mode on difficulty level 6.
Saikyo (low guard meter) mode
Play for a total of four hours under Options. Alternatively, successfully complete arcade mode on difficulty level 7.
Maji (LO) mode
Play for a total of five hours under Options. Alternatively, successfully complete arcade mode on difficulty level 7.
All modes
Play for a total of ninety-six hours under Options.
Different opening sequence
Play for a total of forty-eight hours under Options. The opening sequence will now show all the new characters.

STREET FIGHTER: THE MOVIE

Select Akuma
During character selection, place the cursor on Guile and enter this sequence quickly: Up, R1, ⇩, L2, ⇨, L1, ⇦, R2. If successful, Akuma will appear in the portrait window.
Configuration mode
Press the **Start** button to pause the game during play and then press **Select** to get to the configuration menu.

STREET RACER

Secret car
Enter 'Dougal' as a password you'll have access to a brand new hidden Rabbit car which has three new tracks with it.
Secret options
By entering 'Turgay' as a password, you'll have access to a secret options screen.

STREET SK8ER

Access all gates and mirrored tracks
At the main menu screen press ⇨⊙⊙⇦⊙⊙R1 L1. If you've done it correctly, you'll hear the word 'Yeah'.
Unlock all boards
At the main menu screen press ⇨⇨R1 R2⇦⇦L1 L2. If you've done it correctly, you'll hear the word 'Yeah'.

STRIKER '96

Special teams
You can take on characters from Star Trek: Next Generations etc. All you have to do is win the World Cup to enter a special bonus cup tournament featuring special teams.

SUPER PUZZLE FIGHTER 2

Play As Akuma
For player one to play as Akuma, place the cursor on Morrigan, hold **Select** and press ⇩⇩⇩⇦⇦⇦⊙. For player two to be able to play as Akuma, place the cursor on Felicia, hold **Select** and press ⇩⇩⇩⇨⇨⇨⊙. Hidden characters are selectable in all modes except Street Puzzle mode.
Play As Akuma
On the character select screen, press L1 and ⊙. This code can be used in Vs, Arcade, or Master Arcade mode.
Play As Devilot
Perform the following to select Devilot. Player one: place the cursor on Morrigan, hold **Select** and press ⇩⇩⇩⇦⇦⇦⊙ and when the timer reaches ten seconds exactly, press ⊙. Player two: highlight Felicia, hold **Select** and press ⇩⇩⇩⇨⇨⇨⊙ and when the timer reaches ten seconds exactly press ⊙.
Play As Devilot
On the character select screen, press R1 and ⊙. This can be used in Vs, Arcade, or Master Arcade mode.
Play Against Devilot
To play against Devilot, you must defeat an opponent within one minute in one round, perform at least one Super Combo, perform a maximum chain of four or more and have a maximum Power Gem of at least 20 units. You must achieve all this before stage seven and without using a continue.
Play As Hsien-Ko's Sister
Player one: highlight Morrigan, hold **Select**, move the cursor one square to the right and press ⊙. Player two: put the cursor on Felicia, hold **Select**, move the cursor two squares to the left and press ⊙.
Play As Anita
For player one, place the cursor on Morrigan, hold **Select**, move the cursor two squares to the right and press ⊙. For player two, put the cursor on Felicia, hold **Select**, move the cursor one square to the left and press ⊙.
Play As Amanda
For player one, place the cursor on Morrigan, hold **Select**, go to Donovan and press ⊙. For player two, place the cursor on Felicia, hold **Select**, go to Donovan and press ⊙. This works in Vs, Arcade, or Master Arcade mode.
Play As Dan
On the character select screen, press L1, R1 and ⊙. This can be used in Vs, Arcade, or Master Arcade mode.
Play Against Dan
Before reaching stage six, you must perform the following without using a continue: defeat an opponent within one minute in one round, perform at least one Super Combo, perform a maximum chain of four or more and have a maximum Power Gem of at least 20 units.
Play As Lei-Lei
For player one, place the cursor on Morrigan and hold **Select**. Go to Hsien-Ko and press ⊙. For player two, place the cursor on Felicia and hold **Select**. Go to Hsien-Ko and press ⊙. This can be used in Vs, Arcade, or Master Arcade mode. So go play with Lei-Lei.
Lei-Lei's Talisman
To access Lei-Lei's paper talisman go to Morrigan, press and hold **Start**, go to Lei-Lei and simply press any button.
Stage Select
After selecting your character, hold L2, R2 and **Select**, and choose your handicap. Then, while still holding L2, R2, and **Select**, press any one of the following sequences:

Donovan	⊙	Chun-Li	⇩
Hsien-Ko	⊗	Ryu	⇦
Sakura	⊙	Ken	⇨
Felicia	⊡	Morrigan	⇧
Devilot	R1	Dan - no button	
Akuma	L1		

SYPHON FILTER

Level Select
Pause the game, highlight 'Options'. Press ⊗ and highlight 'Select Mission'. Press and hold L1 L2 R1 R2 ⊡⊙⊗
All Weapons and Infinite Ammo
Pause the game and highlight the 'Weapons' option. Press and hold SELECT L1 L2 R2 ⊙⊗

SWAGMAN

Invincibility
Pause the game, then press: ⊙⊗⊡⊡⊡⊡△⊡⊙△⊙⊡△⊡

T'AI FU: WRATH OF THE TIGER

Cheat Enable
This code must be entered before any of the other codes at the map screen can be activated. At the map screen press R2△R2△⊙⊡↓⊡.
Level Select
Enter the "Cheat Enable" code. Then at the map screen press R2△R2△⊙⊡↓△↑→←↓↑L1.
Longer Flights
After learning the crane style, you can fly really far by rapidly

pressing the Jump button. This will carry you further than simply holding the button down.

Story/Style Select
Enter the "Cheat Enable" code. Then at the map screen, press
R2 △ R2 △ ○ ○ ↓ △ ↑ ← → ↓ ↑ L1.

View Ending
Enter the "Cheat Enable" code. Then at the map screen, press
R2 △ R2 △ ↓ ○ ○ △ ↑ ↓ ← → ↑ R2.

TARZAN

NEW

Extra Lives
Replay the earlier levels over and over but do'nt save the game after finishing each level that you replay. When you've got enough lives simply return to the last level that you unlocked and continue the game.

Unlimited Lives
Press L1, R1, L2, R2, L1, R1, L2, R2 at the title screen.

Level skip
Press R1, R2, L1, L2, R2, L1, L2, L2 during game play.

TEKKEN

View names list
If you prefer to look at a list of names rather than images of the characters in the character select screen, you can do so by pressing L1 and R1 simultaneously before and while you select Arcade mode from the title screen.

Galaga secrets
While the main game loads, you get to play a version of Galaga. You will be presented with a challenge stage in which you must shoot 40 enemy ships before advancing to the next bonus stage. There are eight stages in total. The ✕ button fires while the △ button offers auto fire. If you miss all 40 ships, you may repeat the stage by pressing **Select**. If you press **Select** at the end of the eighth stage, you will be returned to the first stage again.
You will gain access to Devil Kazuya if you defeat Galaga with only one continue. This is best done if you clear the opening stage in 18.5 seconds or less, which awards you another ship (double shooter).To automatically start with dual ships in Galaga, press and hold ↑, L1, △ and ✕ on controller two while the machine powers up.

Using bosses
All bosses can be accessed once defeated. This is achieved by turning the difficulty setting in the Options screen to Easy. Each character has its own mid-level boss, Heihachi Mishima being the last. You will gain access to them once you defeat the mid-level boss and Heihachi. The bosses will then be accessible to either the left of Yoshimitsu or the right of Michelle in Arcade mode. In the two player mode, the bosses will be displayed as a long list of names. To access Heihachi, you must defeat him and all characters before him without using continues. The opponents for Heihachi are all the mid-level bosses, with his boss being Devil Kazuya. To access Devil Kazuya, you must defeat the Galaga section and be in Arcade mode. Position your selection on Kazuya and press **Start** rather than punching or kicking. The following are the boss assignments:

PLAYER	MID BOSS	FINAL BOSS
Kazuya	Lee Chow Lang	
Heihachi		
Paul Phoenix	Kuma	Heihachi
Marshall Law	Wang Gin Lei	Heihachi
Nina Williams	Anna Williams	Heihachi
Jack	P Jack	Heihachi
King	Armor King	Heihachi
Yoshimitsu	Ganryu	Heihachi
Michelle Chan	Kunimitsu	Heihachi
Heihachi	Mishima	Devil

TEKKEN 2

Choose a pose
You can determine which of the two character poses your character performs. After you've won a bout, press and hold ○ or ✕ (right through the replay) to get the first. Or press ○ or △ to get the second.

More poses
Six of the fighters have a third finishing pose: Law, Paul, Michell, Jack 2, P Jack, Kunimitsu and Kuma. Simply hold both kick buttons down from the moment you win a fight right through the replay to the end.

First person perspective
1. First of all you must obtain all the hidden characters in the game.
2. Go to the character select screen.
3. Hold down the L1 and L2 buttons and select your character in the normal manner.
4. Now your fighter will appear in a wire frame model.
5. When the fight starts, the view will change to a first person perspective.

Big head mode
1. Acquire all the hidden characters in the game.
2. **Start** again, but hold down select when you select your fighter.
3. Keep it held down until the round begins.
4. You should now see that your fighter's head has been blown up!

Sky mode
If having obtained all of the secret characters you press ↑ + **Select** when choosing a character, then it will eneable Sky mode.
You must hold down this button combination until the fight actually starts, at which point you will hear a punch sample to confirm sucess.

Bigger-head mode
1. First perform the big head mode cheat.
2. If you're playing in arcade mode, hold down select when you reach the continue screen.
3. Your head and arms will be bigger than big!

Purple Kazuya
1. All the secret characters must be accumulated first.
2. **Start** a new game and highlight Kazuya.
3. Now hold down **Start** while selecting him.
4. He'll now fight in his third purple costume.

Thought bubbles
1. Play in practice mode.
2. Leave your character alone for a while.
3. You'll now see thought bubbles appear over the character's head.

Obtaining Kazuya Mishima
1. Acquire all the sub-bosses by completing the game using the ten original fighters.
2. Play through using a sub-boss.
3. Once completed, Kazuya will be available.

Devil & Angel
To obtain this duel character, complete the game with Kazuya.

Select Roger/Alex
1. Get to the devil or angel...
2. **Start** a new game with any character and when you reach the third fight, defeat your opponent on the last round with only one particle of energy left.
3. If you do it right, you'll hear 'Great!' and the next fight will be against Roger or Alex.

TEKKEN 3

Secret fighters
KUMA – Complete the game in arcade mode.
JULIA – Complete the game in arcade mode twice.
GUN JACK – Complete the game in arcade mode thrice.
MOKUJIN – Complete the game in arcade mode four times.
ANNA – Complete the game in arcade mode five times.
BRYAN – Complete the game in arcade mode six times.
HEIHACHI – Complete the game in arcade mode seven times.
OGRE – Complete the game in arcade mode eight times.
TRUE OGRE – Complete the game in arcade mode nine times.
PANDA – Highlight Kuma on the character select screen and press ○ or ✕ .
TIGER – Complete the game with all the main characters. Then highlight Eddy on the character select screen and press △.
DOCTOR B – Complete Tekken force mode four times then defeat Doctor Boskonovitch when he appears. You can then select him in arcade mode.
GON – There are two ways of obtaining Gon. You can either complete arcade mode using Doctor B or you can defeat Gon in the secret Tekken ball mode.

Costume Choice
Each fighter has two standard costume variations: press either kick for the other. Obviously if you both choose the same fighter in two player mode you'll automatically be given different costumes.

Secret costumes
Some of the fighters have a third costume selected by pressing **Start** to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in arcade mode without choosing reset or pausing. The quickest way is to set the timer to 20 seconds, battles to one round and allow yourself to be defeated, then choose not to continue.

Xiaoyu
To see her in her school uniform, you have to play her 50 times in arcade mode.

Jin
To see him in a rugby kit, play him 50 times in arcade mode.

Anna
She gets a white outfit complete with hat after 25 times in arcade mode.

Gun Jack
To see him in his earlier Jack 2 form, play him 10 times in arcade mode.

Secret intros
There are two alternative martial arts demonstration intros. Finish the game with ten main characters to view an intro with fighters demonstrating martial arts moves in their 2P costumes. Obtain all secret characters to see an intro with alternative fighters (Panda, Dr B, Heihachi etc) and costumes (Xiaoyu and Jin in school uniform).

Tekken ball
View the endings of ten main fighters to unlock this special mode. This volley ball game is done using the fighting moves of the characters to knock the ball back and forth.

Theatre mode
To unlock this mode, you have to view the ten main character endings. You can then view all the endings you've aquired so far. To access the additional sound and disc options, you have to view all the endings for the extra fighters including Tiger. The sound option allows you to listen to all the music, while the Disc lets you insert the Tekken 1 or 2 disc to view the endings from those earlier games. Wow! Neat, eh?

TENCHU: STEALTH ASSASSINS

Carry 99 objects
Press ○ ○ △ △ → → ↑ ↓ whilst holding R2 button on the item select screen.

Secret items
Press ○ ○ △ △ → → ↑ ← whilst holding R1 button on the item select screen.

More gear
Press ○ ○ △ △ → → ↑ → whilst holding L2 button on the item select screen.

Healing property
Press ○ ○ △ △ → → ↑ ← after pausing a game to restore health.

Access all areas
On the mission selection map press ○ ○ △ △ → → ↑ → whilst holding R1 button.

Pattern select
On the mission selection map press ○ ○ △ △ → → ↑ → whilst holding R1 button.

TEST DRIVE: OFF-ROAD

Unlock tracks & cars
Enter these driver names for extra tracks and cars...
FRIENDLY – Dirt track
SANDDUNE – Pharaoh's Cursed track
CRAZY – Sand trap track
ELITE – Under construction track
SNOWMAN – Snowball express track
ALLTRACK – All tracks
FIFTY – Hot rod
LOWRIDER – Stock car
BEEFY – Monster truck
SPRINTER – 4x4 Buggy
DAVON – No clipping mode

TEST DRIVE OFF ROAD 2

All cars and tracks
On the main screen hold SELECT and press L1, ← L2 → L2 ← L1 L1.

School Bus
Select Single Race or World Tour mode. At the transmission selection screen hold SELECT and press L1 ↑ L2 ↓ ↓ L2 L2 R2.

Ice cream truck
Select Single Race or World Tour mode. At the transmission selection screen hold SELECT and press R2 L2 L2 ↓ ↓ L2 L2 R1.

Black Widow truck
Select Single Race or World Tour mode. At the transmission selection screen hold SELECT and press R1 L2 L2 ↓ ↓ ↑ L2 L1.

TEST DRIVE 4

Enter these cheats in the high scores mode...
SAUSAGE – Open secret cars
KNACKED – Open mirrored tracks
WHOOOOSH – Turn horn into Nitro acceleration
MJCIM.RC – Turn cars (including opponents) into micro cars

TEST DRIVE 5

Easy high score
Start a drag race that heavily favours your car. Win the race then quit at the post-race menu.

All tracks
Enter NTHREE and MTHREE as names on the high score screen.

All cars
Enter RONE and NOLIFE as names on the high score screen. All cars, including the Pitbull Special, Chris's Beast and The All Mighty Maui bonus cars will now be selectable.

Super arcade mode
Enter SPURT as a name on the high score screen.

Bonus FMV music sequence
Enter AUXYRAY as a name on the high score screen. Then, select the 'Fear Factory Video' option at the main menu.

Raining question marks
Select Washington DC and begin a race. Turn around or drive in reverse past the starting line to cause question marks to begin raining downward.

TETRIS PLUS

Stage Select
Choose Puzzle Mode and select Password. As soon as the Password screen appears, press ⇩ ⇩ ⇨ ⇧ ⇧ ⇩ ⇧ ⇧ ⇧ ⇨. Repeat the button sequence again and press ✕. When the game starts, a stage select will be available.

THEME HOSPITAL

Neat & Tidy
When your hospital becomes full or dirty, save the game then reload it. Doing this gets rid of rubbish and patients!

THEME PARK

Instant Millions
Enter your nickname as BOVINE and then during play hold down ○ ○ and ✕ for ten seconds to receive ten million dollars.

THREE LIONS

All secret teams
On the team selection screen, press L2 ← R2 R1 L2 →. Highlight Europe and press ← to find the secret set of teams – there are 14 to choose from.

TIGER WOODS '99

South Park Pilot
Put the game disc in a PC compatible CD-ROM drive. Use a media player and play the ".dat" file on the game disc. You will be able to view the original South Park Christmas

pilot. Note: Only the early version of the game contains this video.

Change voices
While playing a game, hold ↑ or ↓, then press ⊗⊙△□L1, L2, R1, or R2 to increase or decrease the pitch of the comments made.

Exploding range cart
Hit the range cart on the Driving Range three times to make it explode, much to the announcer's annoyance.

TOBAL 2

Hidden characters
There are loads of secret characters in Tobal 2. Here's how to get them...
Mufu – Beat the game on easy mode.
Nork – Beat the game on normal mode.
Udan – Beat the game on hard mode.
Trix – Beat the game in easy mode with a monster.
D Purple – Beat the game on normal mode using a monster.
Red Zeppel – Beat the game in hard mode using a monster.
Black attacker – Beat the game on easy mode without using continues.
Mono eye – Beat the game on normal mode without using continues.
Dark elf – Beat the game on hard mode without using continues.
Tri Horn – Becomes playable after a certain number of replays are saved.
Chocobo – Beat practice (1st) dungeon.
Mark – Beat Egyptian ruins (2nd) dungeon.
Dog – Beat the desert spaceship (3rd) dungeon.
Mark 2 – Beat the castle (6th) dungeon.
Totem 1st – see all ten endings on easy mode.
Totem 2nd – see all ten endings on normal mode.
Totem 3rd – see all ten endings on hard mode.

TOCA TOURING CAR CHAMPIONSHIP

Enter the following as your name for the desired effect.
JHAMMO – Access all tracks.
CMGARAGE – All vehicles.
CMNOHITS – No car collisions.
XBOOSTME – Speed boost.
CMMAYHEM – Maniac drivers.
CMLOGRAV – Low gravity.
CMCHUN – Karting mode.
CMRAINUP – Rain rises up.
CMHANDY – Large hands.
CMCATDOG – Rains cats and dogs.
CMUPSIDE – Upside down view.
CMFOLLOW – Following camera.
CMCOPTER – Helicopter view.
CMMICRO – Overhead view.
CMTOON – Cartoon background.
CMDISCO – Flashing sky.
CMSTARS – Starry sky.

Cheats
Enter them as your name.
PATSCREEM – Enables TOCA showdown championship on main menu (circuits reversed).
CMIMPOSS – Makes TOCA very hard.

TOCA 2

More codes to enter as your name...
MINICARS – Micro machines camera view.
PADDED – Bouncy barriers.
LUNAR – Low gravity.
LONGLONG – Propeller head championship mode.
PUNCHY – No kick out of championship mode.
BANGBANG – Battle mode.
TECHLOCK – Lock framerate during qualification stage.
BCASTLE – Bouncy crashes.
DUBBED – Over-the-top crashes.
ELASTIC – Stretch track vertically.
TRIPPY – Blur horizons.
JUSTFEET – Wheels only, no car bodies.
FASTBOY – Faster car.
DINKYBIT – Oulten Park island circuit.
MECHANIC – All cars.
BIGLEY – All tracks.

TOKYO HIGHAY BATTLE

Maximum Money
After theopening demo, press and hold L1+L2+ R1+START+⇩ on pad two.

Extra Cars & Colours
Defeat Drift King to unlock three extra cars. Defeat him again with one of these extra cars to open a colour select. Go to the car selection screen and press R2 to change the colours.

TOMBI

Restore health:
Your health status is not saved by the game so save, quit and reload the game for full health.

TOMB RAIDER

Level skip
Enter the following code on the inventory screen: L2 R2 △ L1 L1 ⊙ R2 L2

All weapons and ammo
Just enter this short code on the inventory screen, then you must go back to the game before checking your inventory:
L1△L2R2R2L2⊙L1

TOMB RAIDER II

All Weapons and Ammo
During the game, hold down the R2 button. Now sidestep left, right, left. Now step backwards and then forwards. Release R2 and then spin around on the spot three times – in any direction – until you are facing the way you started. Now jump backwards and roll in mid-air. This will give you all of the guns, 5000 bullets for all of the guns and 50 of each kind of medi-pack. Handy!

Level Skip
Do as above but instead of jumping back, jump forward and roll in mid-air. This will immediately skip you to the next level.

Exploding Lara
Hold the R2 button and sidestep to the left, right, then left, now step fowards and then step backwards, release the walk button and turn around three times on the spot in any direction. Now jump forward and roll in mid-air. Before Lara even has time to land, she will explode into little bits. Poor Lara...

TOMB RAIDER III

All Secrets and Keys
While playing, press:
L2x5,
R2 L2x3, R2 L2 R2 L2 L2 L2 R2 L2 L2 R2 L2 L2.

All Weapons, Medi-kits, Flares and Save Crystals
While playing, press:
L2 R2 R2 L2x4 R2 L2 R2 R2 L2 R2 R2 L2 L2 R2 L2 L2 R2.

Level Skip
While playing, press:
L2 R2 L2 L2 R2 L2 R2 L2 R2 L2x4 R2 L2 R2x4 L2.

Racetrack Key
To get the racetrack key in the Home level, press:
R2 L2x3 R2 L2x6 R2 L2x5 R2 L2 L2.

Secret Room in Lara's Mansion
Hit the switch behind the diving board in the pool area. This will open a panel to the right of the main door. Push the button behind the panel and quickly turn around, sprint across the hall and into the room opposite. Here you'll find some of the artifacts she's collected on her adventures.

Secret Level
If you find all of the secrets and then complete the game, you can load up a secret level called All Hallows set in London.

TOMB RAIDER 4: THE LAST REVELATION NEW

Facing North
To get all these cheats to work you must be facing exactly north. To do this, face roughly north and look for a block in front of you, climb onto and you'll be facing exactly north. To check go to the inventory screen and the compass needle should be transparent.

Level Skip
Get Lara to face exactly north. Go to the inventory screen then highlight the Load icon and hold L1+L2+R1+R2+⇧. Now press △ and the loading screen should appear.

Unlimited Items and Ammo
Get Lara to face exactly north. . Go to the inventory screen and highlight the Small Medipack icon, hold L1+L2+R1+R2 and press ⇧ to get unlimited items.

All Weapons
Perform the above cheat then press △ to exit from the inventory screen. Go back to the inventory screen to find all the weapons available.

TOMMI MAKINEN RALLY

Cheat mode
Enter any of these as your name for the desired effect...
STRANGE – Lets you drive a bus.
MIRROR – Mirrored tracks.
PEUGEOT – Gives you a Peugeot.
FFSA – Rally Jeunes.
THRILLS – Dual shock always vibrates.
_ MONEY_ ('_' indicates a space) – Lots of cash.

TONY HAWK'S PRO SKATER

Cheat mode
Pause the game, then hold L1 and press □,⊙,⇧,⇦,⇦. The pause screen text shakes to confirm correct entry.

Special always available
Pause the game, then hold L1 and press ⊗,△,⊙,⇩,⇧,⇨. The pause screen text shakes to confirm correct entry.

Unlock Everything
Pause the game, then hold L1 and press ⊙,⇨,⇧,⇩,⊙,⇨,⇧,□,△. The pause screen text shakes to confirm correct entry.

10 Points Skater Stats
Pause the game, then hold L1 and press □,△,⇧,⇩. The pause screen text shakes to confirm correct entry.

13 Points Skater Stats
Pause the game then hold L1 and press ⊗,□,□,△,⇧,⇩. The pause screen text shakes to confirm correct entry.

Big head mode
Pause the game then hold L1 and press □,⊙,⇧,⇦,⇨ . The pause screen text shakes to confirm correct entry.

All practice areas
Pause the game then hold L1 and press □,⇧,⇦,⇧,□,△.

Play as Officer Dick
Use a single character to get all thirty tapes in career mode.

View Skater's Ending Sequence
Use a single character and achieve gold in all three trick competitions. Select the "View Replay" option to view your skater's ending sequence.

TOP GUN: FIRE AT WILL

Level Codes

Miramar	Cuba
2. 82120	1. 68353
3. 23053	2. 58210
4. 97920	3. 98143
5. 72653	4. 44010
6. 83720	5. 84933
	6. 59810
	7. 99743
Korea	**Libya**
1. 45610	1. 96430
2. 85543	2. 10163
3. 75400	3. 82230
4. 98033	4. 02726
5. 61200	5. 31984
6. 84823	6. 94236
7. 11800	7. 81484
8. 99633	8. 45726
9. 07500	
10. 85433	

TWISTED METAL

Level Passwords
Warehouse
⊙△□⊙⊙
Freeway
⊗□□⊙△
River Park
⊗△□⊙□
Cyburbia
⊗□△△△
Rooftop
□△⊗⊙⊗

Extra Passwords
Hidden level
□△⊙□□
Invincibility
□△⊗⇨⊙
Unlimited weapons
△⇨□⊙⊙
Fight Minion
△⊗⊙□△
Unlimited turbo
△⊗△△⊙

TOTAL DRIVIN'

Access all tracks
On the main options screen, use the R1 button of controller 1 to tap out the rhythm to "Ding dong the witch is dead, the witch is dead, the witch is dead" (Use the flashing cursor). Then wait five seconds. If you've entered it correctly, you'll hear an engine roar. You can now race any of the six courses at each location – as the first five have "Track complete" indicated.

Access all Switzerland levels
Tap out the rhythm to the song "Doe, a deer, a female deer" on the main selection screen with the R1 button. Use the cursor to keep in time.

Access all Moscow levels
As above, but the tune is "Jingle bells, jingle bells, jingle all the way"

Access all Scotland levels
Same again, but the tune is "Hark, where the night is falling" from Scotland the brave.

Access 4 player tracks in 2 player mode (and vice versa)
As above, but the tune is "Zip – e – dee – doo – dah, zip – e – dee – ay". Now when in 2 player split screen, you will be given access to to six new tracks. Also when playing in 4 player link-up mode, you will be able to race the tracks usually reversed for 2 player racing.

Access all Hong Kong levels
Onto the tunes again, tap out "Deck the halls with boughs of holly"

Access all Easter Island levels
Tap out "Happy birthday to you, Happy birthday to you"

Access all Egypt levels
Tap out "Always look on the bright side of life" (Try side as Si-ide if you have problems getting it working)

Access multi-player suicide mode
Tap out "Supercallifrajilisticexpialidotious" to activate this mode. Remember to tap it out the same as it's sung.

TOMORROW NEVER DIES

Extra health
Pause game play and press SELECT, SELECT, ⊙, ⊙, △, SELECT for 50 medkits.

All weapons
Pause game play and press SELECT, SELECT, ⊙, ⊙, L1, L1, R1, R1. Note that only weapons available for the current mission will be unlocked.

Win mission
Pause game play and press SELECT, SELECT, ⊙, ⊙, SELECT, ⊙ to complete the current mission.

Mission select
Press SELECT, SELECT, ⊙, ⊙, L1, L1, ⊙, L1, L1 at the main menu. A sound confirms correct entry.

Ethereal mode
Pause game play and press SELECT, SELECT, ⊙, ⊙, △, △, △, △. This makes you invincible and allows you to walk through walls

Walk on air
Pause game play and press SELECT, SELECT, ⊙, ⊙, SELECT, SELECT, ⊙, ⊙. The game will automatically resume to confirm correct code entry. This will also allow you to see through walls.

View all FMV sequences:
Press SELECT, SELECT, ⊙, ⊙, L1, L1, L1, L1, L1, L1, L1 at the main menu. Choose the 'Moy' selection on the options screen to view all FMV sequences in the game.

UM JAMMER LAMMY

TOTAL ECLIPSE TURBO

Mission Codes
If you're getting fed up with dying on the same old levels each time you play, try out some of these level codes:
Second Mission ⊗○△□⊗⊗○
Third Mission △△○⊗△△⊗□
Polaris 5 ○○○△⊗△□○

Stage Select
Instead of messing around with those level codes (unless you want to do things in order) you can try out this handy cheat to give a level select. All you've got to do is highlight the password option, but don't press anything. Instead, hold down the **Select** button and tap the following sequence: ○△ L1. Now release **Select** and press: ○△ L1 ○△ L1. The screen should then say 'STAGE – 1' and you can select any stage from 1 to 20.

Level Select
Go to the main menu screen and hold **Select** while pressing △ L1 ○. Release **Select** and press △ L1○△L1○↓. Choose the level by pressing ← or →.

Power-Up
There's a handy cheat in the game to give yourself ten continues, ten planes and ten plasma shots. Just start a game, pause it and select Options. Now press △○○○△○L1 L1 R1. Now if you press the picture to the right, a skull should appear. Now press △○L1○△ and the game will restart with lots of goodies as standard.

TOTAL NBA '96

All star games
At the exhibition game screen, press R1 L1 R1 L1 R2 L2 R2 L2 – '94/'95
or R1 R1 R2 R2 L1 L2 L1 L2 – '96/'97

Remove stats
Press L1 L2 R1 & R2 during a half-time or break period.

Crazy ball
A: Use Shawn Bradley or George Mureasan.
B: Goaltendd, rebound the ball with either one and shoot a three pointer.
C: The ball will fly into the air, do some loops, and you'll score a point and then have the ball back.

TOTAL NBA '97

Super All-Star Difficulty
Highlight difficulty on the main menu and press L1 L2 R1 R2. If it has worked properly, then you will see a new option: SUPER All-Star difficulty.

All Star Team
Go to the exhibition menu and press: R1 R1 R2 R2 L1 L2 L1 L2. There should be another option to choose from. It will say ALL STARS. If you select this option, it will give you a choice of the All-Star teams from 94-95 or 95-96.

Also...
If you want the commentator to say a name for one of your created players, enter a name from the credits in the instruction booklet as the name of your player. Make sure you press START after the last letter of each name or it will not work. Now, when you score a basket, the commentator will say his name. If you are in any doubt, then here is a list of the names:

Amory Wong Traz Damji Steve Royea
Crispin HandsJeff Mair Sam Nelson
Ed Fletcher Stan Chow Tarrnie Williams
Michael Klassen
Marcus Lindblom Dave Warfield
Ivan Allen Brian Wideen
Brent Nielson Aaron Grant
Renata Antonic Zoe Quinn
Sean O'Brien Novell Thomas
Al Murdoch Ernie Johnson Allan Johanson
Brian Krause Dom Humphrey
Daniel Ng Robert White Dan Scott
David Bollo Sebastiaan Reinarz Sheila Allan Michael Vanaselja Casey O'Brien
Daryl Anselmo Giovanni Sasso
Kim Gill Mark Soderwall
Greg Allen Cindy Green
David Laviolette Adam MacKay-Smith

TREASURES OF THE DEEP

Full map
Instantly displays the entire map. Pause the game and press:
↓⊗←□↑↑△△→→○○□⊗○⊗□

Extended shark attack time
Enter this cheat to give you more time on the bonus shark attack level. Pause the game and press:
↓⊗←□↑↑△△→→○○L2 L2 L2 R1 R1 R2 L1

Disable currents
Pause the game and press:
↓⊗←□↑↑△△→→○○R1 L1 L2 R2 ⊗

Full screen display
Pause the game and press:
↓⊗←□↑↑△△→→○○△⊗↑↓

Overhead view
Pause the game and press:
↓⊗←□↑↑△△→→○○△⊗○□

Select + L1 to zoom out and **Select** + R1 to zoom in.

Super gold harpoons
Pause the game and press:
↓⊗←□↑↑△△→→○○⊗↑△↓

Turbo mode
Pause and press:
↓⊗←□↑↑△△→→○○R1 R2 R1 R2 R1 R2

All equipment
Pause and press:↓⊗←□↑↑△△→→
○ L1 L1 L1 R1 R1 R1 L2 L2 L2 R2 R2 R2 R2

Level select
Pause the game and press:
↓⊗←□↑↑△△→→○○↓→↑←△⊗

All levels complete
Pause the game and press:
↓⊗←□↑↑△△→→○○□⊗⊗□△△△□
⊗⊗⊗

All weapons
Pause and press:
↓⊗←□↑↑△△→→○○R1 R1 R1 R1 L1 L1
L1 L1 R2 R2 R2 R2 L2 L2 L2 L2

Level skip
Pause the game and press:
↓⊗←□↑↑△△→→○○△△△↓↓↓

Extra continues
Pause and press:
↓⊗←□↑↑△△→→○○L2 L2 L2 R2 R2 R2

Extra gold
Pause and press:
↓⊗←□↑↑△△→→○○R1 R2 L1 L2 R1 R2
L1 L2

Add tablet piece
Pause and press:
↓⊗←□↑↑△△→→○○L1 L2 L1 L2 □○

Disable fines
Pause and press:
↓⊗←□↑↑△△→→○○R2 R1 L2 L1

Unlimited air
Pause the game and press:
↓⊗←□↑↑△△→→○○△⊗○□↑→↓←

Unlimited health
Pause the game and press:
↓⊗←□↑↑△△→→○○△△⊗

Full air and health
Pause the game and press:
↓⊗←□↑↑△△→→○○↑↓←→⊗

Unlock all doors
Pause the game and press:
↓⊗←□↑↑△△→→○○⊗○△□

Swim through obstacles
This may affect item collection. Pause the game and press:
↓⊗←□↑↑△△→→○○□□○○

Unlimited payload
Pause the game and press:
↓⊗←□↑↑△△→→○○△↑⊗↓

Toggle overlays
Pause the game and press:
↓⊗←□↑↑△△→→○○→○↑⊗△⊗△

Increased frame rate
Pause the game and press:↓⊗←□↑↑△△→→○○←←←○○○

TRICK N' SNOW BOARDER

Resident Evil characters:
Press △, △, ⊗, ⊗, □, □, ○, ○ at the title screen. A sound will confirm correct code entry. Enter free mode, then press L2 or R2 at the character selection screen to access Leon, Claire, or a zombie.

Bonus track
Successfully complete story mode. Then, press L1 when selecting a track to unlock a new track.

TRIPLE PLAY '97

Monster home runs
Enter and hold: L1 L2 R1 R2. Now enter (without holding) ↑↑△△↑↑⊗⊗. Now you'll get a home run from hitting the ball.
Note: You must enter this for each new batter.

Mystery stadium
When choosing the stadium, press L1 R1 L1 R1 (hold the last R1) then press **Start**. This brings up a new stadium.

Super runner
Enter 'Dennis Hirsch' at custom players for a superfast runner.

TRIPLE PLAY '98

Bonus fields
Press L1 R1 L1 R1 ○on the stadium selection screen.

Players in underwear (perverts!)
Enable the bonus fields cheat. Highlight the Cornfield and press L1 R1 L1 R1 □. Enable the EA sports dream team code (L2 L2 R2 ○ on the team selection screen.) and select them as a home team. The team will be in underwear when the game begins. It's a lot of arse if you ask me!

Always hit home runs
Hold L1 + L2 + R1 + R2 then press
↑△←→○○↓⊗ while in the batter's box.

Always strike out the batter
Throw one pitch for a strike. Before selecting the next pitch, hold L1 + L2 + R1 + R2 then press ⊗↓○○→←△↑. The batter will strike out after missing the next pitch.

Crowd and stadium comments
Hold L1 + L2 + R1 + R2 then press □○□

Weather comments
Hold L1 + L2 + R1 + R2 then press ○⊗○

Sponsor comments
Hold L1 + L2 + R1 + R2 then press △○△

Crowd cheers
Hold L1 + L2 + R1 + R2 then press
↓⊗↓⊗△

Crowd boos
Hold L1 + L2 + R1 + R2 then press
↓⊗↓⊗ ⊗

Ea sports dream team
Press L2 R2 L2 R2 ○ at the team selection screen, then select the 33rd overall team.

Super pitch
Press ⊗ to throw a fast ball then immediately press □+↓

TRIPLE PLAY 2000

Automatic Homer
When batting, hold all four shoulder buttons and press △□△○⊗□←→.

Camera Control
While playing, hold all four shoulder buttons and press →←↑↓→←.
To move the camera use the following controls...
R1 + Directional buttons turn the camera.
L1 + Directional buttons make the camera move faster.
L2 zooms out.
R2 zooms in.
△ sets a high view.
□ sets a low view.

TWISTED METAL 2

Extra characters
Enter these codes on the car selection screen in one player tournament mode. You will then be able to select the cars in any other mode.
To get Sweetooth: ↑L1△→
To get Minion: L1↑↓←

Extra tracks
Enter these codes on the track selection screen in a two player challenge match. The course selection will then be made automatically and you will go to the character selection screen.

Roof tops (from the first TM): ↓←R1 ↓
Jet rider: ↑ ↓ → R1
Cyburbia (from the first TM): ↓↑ L1 R1
Buying your soul: When playing, push ↓↑→←↑↑↓↓ to trade your weapons for life. The more weapons you gain, the more life you get.

TWISTED METAL 3

Passwords Codes
Enter any of the following codes as a password to get the desired effect.
←□□□←.
Alternate character info views, see above!
△○↑→↓.
Unlimited ammo.
L1□⊗R1 START.
Invincibility.
△○↓←↑.
More powerful weapons.
←→←→↑.
Giant ricochet bomb.
△←↓→↑.
Smart seekers.
△↑○→ START.
99 freeze missiles.
SELECT SELECT R2 L2 START.
No power ups.
SELECT L1 SELECT START○.
No health power ups.
L1 START START START R1.
No full healths.
↓L1↓START△.
CPU cars ignore health power ups.
↑↑⊗⊗↑.
Ice levels.
START R1 L1 START START.
All power ups are homing missiles.
START START L1 L1 L1.
All power ups are napalms.
START L1 START L1 START.
All power ups are power missiles.
↑↓↑↓↑.
Homing rain missiles.
L1 R1 L1 R1 R1.
CPU kills humans.
⊗○○○○.
Solo deathmatch.
L1 L1 R1 R1 R1.
Unlimited specials after dying.
R1 R1 L1 L1 L1.
Super napalms.

Extra Levels
Enter the following codes as passwords to select the required level. Input the codes then start a deathmatch game and choose any level and vehicle.
□□□←←. Warehouse.
↑↑↑←←. Demo level.
←←←□□. Club Kid's house level.

Extra Characters
←←←→→. Play as Minion in any mode.
→→→←←. Play as Sweet Tooth in any mode.

UEFA CHAMPIONS LEAGUE

Eliminated Teams:
Successfully complete the UEFA Champions League. Select exhibition mode. An option for 'Eliminated Teams' will appear at the team selection screen.

UFO: ENEMY UNKNOWN

Save Money
Here is a cool tip to save millions in the cost of scientists' and engineers' salaries. One to two hours before the end of the month, transfer all of your scientists and engineers to another base. Since they are in transit they don't get paid.

Easy Money
This is an easy way to get millions of dollars. First go and investigate a crash site, then when you finish it, research Alien Alloys. Once it's researched, manufacture a lot and sell it all for a nice profit – it costs $3,000 to make, but sells for $6,400. Also, sell all but one alien corpse. Then, after you research it, sell it. You get $20,000 for each alien.

Never Die
You need a memory card for this one. When you start the mission, save the game. Then, after you end your turn, if none of your guys die, save after the aliens' turn is over. Continue until someone dies, in which case Abort Mission and Load Game. Then do something different from last time. Continue to follow this procedure until the mission is over and none of your guys will die.

UM JAMMER LAMMY

Bonus Parappa Levels
Successfully complete the game, then return to the level selection screen. Press ⇨ until the bonus Parappa levels appear.

Parappa and Lammy two player levels
Successfully complete all of the bonus Parappa levels.
Customised lyrics and notes
Load the game, then immediately reset the PlayStation when Lammy appears at the title screen. Allow the game to reload, and a new menu will appear next to Lammy's guitar at the title screen. Use those options to customise the lyrics and notes.
Special menu
Successfully complete all levels in the game, including the Lammy and Parrappa levels. Select the "Special" option at the title screen to display a new menu that allows all music to be played while all game characters are dancing under your control.

V-RALLY

First of all, when the Infogrammes logo appears on the screen, quickly press ⇧⇩▲●⇧⇩▲● (last two buttons together). If you have done this correctly, the word 'lockoff' will appear. Once you have done this, input any of the following codes:
⇦+L1 – Unlimited Time (press and hold)
⇦ +L2 – Narrow Tracks
⇦ +R2 – Infinite Continues on Arcade Mode
⇦ +L1+L2+R1+R2 – All of the above.
⇦ ⇨ – Debug mod
⇦ +R1 – Jeep
Press and hold simultaneously ⇦ L1 L2 R1 R2 when the 'Lock off' message comes up for All cheats!
Rollercoaster track
Input the cheat for the jeep, then select Sweden 1 championship track in Time Trial mode. The screen will display 'Loading ???? stages' to indicate your cheat was successful.
Toyota Celica
To get the Toyota Celica, complete the Arcade and Championship mode on Ace level. Now race Corsica on Time Attack mode and get a lap time of under one minute. You should now see that the barrier that was on the left has gone, revealing a road – go down here to collect the Celica.

V-RALLY 2

All cars and trophies
Press L1, R1, ⇦, ⇨, ⇦, ⇨, ⇧, ⇩, ⇧, ⇩, ⊗, ●+SELECT at the game progress screen. A sound will confirm correct code entry. Highlight empty square and press ⊗ to unlock the corresponding car and trophy.
Faster acceleration
Enter LDN as a driver name.

V-TENNIS

Secret Characters
When playing in normal mode, move the cursor over any player and press L2 L2 R1 R1 R2 ▲▲▲▲● . This gets you Mr Tonkin. For Mrs Tonkin, move the cursor over any player, hold L1, R2, ↑ and ■ together, and press ●.

VICTORY BOXING

Extra heads
Whilst competing in the main event, once you have fought and beaten Takeshi Hangman, the champ and Alan Kidd, return back to the 'Create your own boxer' mode (whilst keeping with the same gym you used to beat them) and highlight the 'head' option. Now scroll off of the list available by either going left or right and then the heads of the three boxers will be available to select.
Secret fighters
If you beat the champ and then successfully defend your title five consecutive times in each different fighting style, you'll reveal six new fighters.

VIGILANTE 8

Cheats
Choose any character on the game status screen and enter the desired pass code. If it worked, you'll hear a women say "Funky!"
MONSTER_WHEELS – Big wheels
DEADLY_ MISSILE – Homing missile power-up
REDUCE_GRAVITY – Low gravity
GO_SIGHTSEEING – No enemies
I_WILL_NOT_DIE – Invincibility
SEE_ALL_MOVIES – See all movies
SAME_CHARACTER – **Select** same vehicle
HARDEST_OF_ALL – Expert mode
WMNNWLHTSCUCLH – Unlocks all arenas and characters

VR POWERBOAT RACING

Cheats
PLA as a password to race with single hulled boats.
CUP as a password to race Championship edition.
DEFORM as a password to race with large heads.
LARGE as a password to race with large boats.
COMPACT as a password to race with small boats.
LONGONE as a password to race with long boats.
SPEEEED as a password to race with extra speed.
ZOOOOOM as a password to race faster boats.
HELPME as a password to race single hulled boats.
MIN as a password to race minnow class cats.
IKE as a password to race pike class catamarans.
CUD as a password to race with barracuda class catamarans.
L.R as a password to the Slalom level.
U.G as a password to race the Mine level.

V2000

Cheat Mode
Whilst playing the game hold R1 and press ←←■■R2→▲L2 – a sound confirms correct entry. Pause the game and move to the bottom of the options menu to find a cheat selection.

WARCRAFT 2

NTTSCLNS – Win the level
YPTFLWRM – Lose the level
TSGDOYTD – God Mode
GLTTRNG – Get more gold, timber, and oil
DCKMT – Allows you to build all the buildings
MKTS – Both you and opponent build ultra fast
NSCRN – Reveal map

WARHAMMER: DARK OMEN

Cheats
If your fighters are finding it tough out there, input the following cheats to ease the favour your way…
Chapter skip: On the main options screen, press R2 R1 L2 R2 R1 R2. Press 'resume' to activate.
Battle cheats: On the deployment screen, press **Select** and then press:
R1 R1 L2 L2 R1 R2 to skip battle.
R1 L1 R1 L2 R1 R2 for extra cash.
R1 L1 R2 R2 R1 R1 for touch of death.
Press 'resume' to activate.
View FMV
On the main menu screen press:
← L1 ● L2 ▲ R2 for the Black Grail
R1 ▲ R2 R2 ■ R1 for Carstein and Jewel
R2 ← R2 ↑ ↓ ← for the hand of Nagash
● ▲ ■ → R1 R2 for Liber Mortis
L2 → ■ → R1 R2 for Victory
R1 L2 ▲ ■ ← R2 for long march
← → ■ → R1 R2 for the credits

WARGAMES

WOPR Level select
Select two player WOPR co-operation mode. Highlight level 2 then enter the password:
●⊗● ●⊗● ⊗⊗●
Return to the main menu and select one player WOPR mode.
Special mission
For a special NORAD mission in Papua New Guinea, enter this password:
■⊗▲
▲⊗●
■●⊗

WARHAWK

Access codes (Europe)
Enter the codes below at the password screen to access various levels and gain useful options in the European version of the game. Some of the codes have spaces in them which are indicated by the _ symbol.
●▲●_⊗●■▲ – Preview Epilogue Text
●⊗■_⊗⊗●⊗ – Check Special Upgrades Text
▲■▲■_●●● – WarHawk A-La Mode (infinite weapons, invincibility)
⊗⊗●■▲■⊗⊗ – Infinite Weapons
●▲▲⊗▲●⊗● – Thor Mode (9999 Flash-Bombs)
⊗■●⊗⊗●■▲ – Kali Mode (Super Swarmers, Ultra-Lockons)
▲●_●⊗●■● – Preview Movies
■●●■▲▲●▲ – Face to Face with Kreel
■●⊗■▲⊗●● – Kreel's Door is Open
■●●⊗▲▲▲■ – Above third Force Field
■●●▲■▲■⊗ – Above 2nd Force Field
■●⊗▲⊗▲●⊗ – Above first Force Field
■●▲■●⊗⊗▲ – Stormland
■⊗⊗■●●●● – In with the Gatekeeper
■⊗●●▲■▲⊗ – West Gauntlet Boss
■⊗▲■⊗●⊗● – East Gauntlet Boss
■⊗⊗●■●▲⊗ – Gauntlet Level
●▲●●■⊗●▲ – Volcano Bosss Active
●●■●●⊗▲● – Volcano Level
⊗⊗■⊗▲■●⊗ – Airship Rear Hanger Open
⊗●■▲⊗▲▲⊗ – Post Transformation Airship
⊗▲▲▲⊗●●■ – Airship Level
■■⊗●■⊗●● – Approaching Uma
■■●●■●▲⊗ – In Canyon with Crystal
■▲■▲■●●■ – In Canyon with Belle
■▲●▲●●●▲ – In Canyon with Amber
■■●●⊗▲●▲ – Canyon Level
▲■⊗●■⊗▲● – Desert All But Done
▲●⊗●■●⊗▲ – Pyramid Has Risen
▲●▲⊗●■⊗▲ – Desert Level

WCW MAYHEM

NEW

World War III PPV
Enter yKh#JS=JQLmFs as a PPV password. This code is longer than the top line so you have to press ⇨ after the 'Q' to drop down a line. The WWIII PPV matches include…
Kidman vs. Total Package,
Scott Hall vs. Chris Benoit,
Buff Bagwell vs. Curt Hennig,
and Sting vs. Bret Hart.
Thursday Thunder PPV
Enter PLYHDNGYS as a PPV password on the top line. Press ⊗ and enter MSKDLTLRY as a PPV password on the middle line.
Thursday Thunder PPV matches include…
DDP, Sting, DDP, and Goldberg in a four-way bout,
Ernest Miller vs. Bobby Eaton.

WCW NITRO

Unlock all wrestlers
Press R1x4 L1x4 R2x4 L2x4 and select on the character selection screen. All 48 wrestlers will now be available.
All extra rings
Press L1 L2 R1 R2 L1 L2 R1 R2 and select on the options screen. All extra rings will now be selectable.
YMCA dance
Select the disco ring and press L2 during a fight to make both wrestlers do the YMCA! Throw your opponent out the ring, then make him do the dance until his time runs out!
Swelling heads
Press L1 x7 L2 and **Select** on the options screen. A sound will indicate success and the wrestlers' heads will swell with each hit.
Special ending
Complete the game using one of the programmers to see the special ending.

WCW/NWO Thunder

Big Head Mode
On the options screen press R1 seven times followed by R2 then Select.
Big Limbs and Weapons
On the options screen press R2 seven times followed by R1 then Select.
Ring Select
On the options screen press R1, R1, R1, R1, then Select to scroll through the various rings. Change the ring by pressing Select. To move in reverse press L1, L1, L1, L2 then Select.
Might Meter
Press L2, L2, L2, L2, R2, R2, R2, R2, L1, L1, L1, L1, R1, R1, R1, R1, then Select on the options screen. This will allow you to adjust the attributes of each wrestler by using L1, L2, R1, or R2. The strongest setting is Green.
View FMV
Press R1 R1 R1 R1 L1 L1 L1 L1 then Select on the options screen. Press ←● and →● to move through the FMVs. Press Start twice to exit.
Extra wrestlers
Highlight a wrestler on the character selection screen and press L1, R1, L1, R2 then Select. A sound will confirm correct code entry, and the corresponding hidden wrestler will be unlocked.
Always in Cage Ring
Highlight the "Random" ring selection, then press R1, R1, R1, R2 then Select. You then hear the word "Cage". Now all types of match can be played in the cage ring.
Dancing Wrestlers
Enable the "Ring select" code, then choose the USO ring to have dancing wrestlers. Use L1 and R1 to adjust the view and L2 for a small dance move. Use the wrestling move to do dance steps.
Hidden Shouts
Highlight any regular wrestler at the character selection screen and press ●.

WCW VS THE WORLD

Hidden fighters
By beating the eight bosses in the game, they're added to the list of playable fighters and can be used in any mode except the league challenge.
Old dudes
To fight as the old Hulk Hogan etc, press **Start** (instead of ⊗) to select them. Do the same for Masahiro Chino and he'll fight with an NWO shirt on.

WILD ARMS

255 Item Trick
Perform the following actions during any round of a battle…
1. Use the Heal Berry with the first person to attack.
2. Have second person attack also use a Heal Berry.
3. With the third person, swap any item you have with one of the Heal Berries, then attack as normal.
Note: This trick only works as long as you don't win before the above steps are completed. If you do win beforehand you will lose the item.
Fun Things in Surf Village
Throw the chicken near Tony's house, it will turn into a Light Shroom (cures Flash) if you throw the right one.Bomb or Punch Tony's dog to get him to chase after you.Use Cecilia's Magic Wand to talk to the horses for funny messages.
Temple of Memory
The password for the Memory Temple is "Emiko".
Two-Player Battles
During a battle insert a second controller into slot 2. And the person with the second controller can use the characters.

WING COMMANDER IV

Scene select
When you get the game copyright screen, enter the following code: ↑↓↓↑ R2. You can now select any scene in the game using R1 or R2.
Cheat kill
With the scene select cheat activated, you can kill any ship with just one shot by pressing L1 + L2 +■

ZERO DIVIDE 2

WING OVER

Plane select
On the game mode screen, press: ↑↑↓↓←→←→⊗△ All planes will now be available in Free Game mode.

WIPEOUT 2097

Animal Mode
Switch on the PlayStation with the game CD inside and hold L1, R2, **Select** and **Start** until the title screen appears with a message reading '**Start**'. At this point, take your finger off **Start** and press it again to go through to the main options screen with Team and Craft **Select**ion on it. The craft sprites will have changed into various farmyard animals.
Piranha Ship
From the options menu (where you select the mode, team, and track), hold down L1, R1 and **Select**. Keep the buttons held down and press ⊗ ⊗⊗⊙⊙△⊙. Now go to the team select and you'll be rewarded with the Piranha ship – a state of the art craft that is perfect in every respect.
Phantom Class
Hold down L1 R1 and **Select** from the options menu and press △△△⊙⊙⊙. Now go to the track select and you'll notice that the extra hard Phantom class is now available to race on.
Track Cheat
Keep L1, R1 and **Select** held down while in the options menu and press ⊙⊙⊙⊙. This cheat allows you to race on each and every track in the easy Vector class – giving you every opportunity to practise and perfect the multitude of circuits at a speed that is altogether easier to handle.
Machine Gun
Pause the game at any time during a race and hold L1 R1 and **Select**. Then press ⊙⊙⊗⊙⊙⊗ and △. When you resume play, you'll see a blinding green flash to indicate that the cheat has worked. Now by pressing the fire button, you'll activate a newly installed machine gun on your craft.
Infinite Energy
You'll never have to slip into the restoration lane again by activating this essential trick. Simply pause the game at any time during a race and hold L1, R1 and **Select**. With the buttons held, press △ ⊗ ⊙ ⊙ △ ⊗ ⊙ and ⊙. Resume the game and you'll be invincible.
Infinite Time
Pause the game at any time during a race and hold L1, R1 and **Select**. With the buttons held, press △ ⊙ ⊙ ⊗ △ ⊙ ⊙ and ⊗. Resume play to activate.
Passwords
Challenge I
⊙⊙⊙△⊙△△⊙⊙⊙⊙△⊗⊙
Challenge II
⊙⊙⊙△⊙△⊗⊙⊗△△⊗⊙⊙

WIP3OUT

Four Player Link-up Mode
Load the game on two linked PlayStations, go to the options screen and select 'Game Setup'. Change the default name of player one to LINK. The screen should flash and you can then select 'Establish Link' from the options menu.
Enter the following codes as the default name to access the cheats shown.

JAZZNAZ	Phantom class
WIZZPIG	All circuits
AVINIT	All teams
BEBEDEE	Change blue turbo triangles to white
NOWHEELS	Hitting side of track slows down vehicle
MOONFACE	Unlimited hyper-thrust
GEORDIE	Unlimited shields and thrust
THEHAIR	All challenges
CANER W	Four prototype tracks
DEPUTY	Unlimited random weapons
BUNTY	Unlock tournaments

Tracks 'n' Teams
Winning enough gold medals will eventually result in additional tracks and teams becoming accessible.
Turbo Start
Keep the blue speed bar just under the shield bar at the start of the race. If timed correctly you'll get a handy boost, keeping you with the pack.
Smooth Landing
After launching from a jump, remember to press ⇧ on the d-pad before you land. This stops your craft from bouncing around when it lands.
Hyper-Thrust
Pressing your R1 during a race will give you additional speed. Using this handy speed-up does have a major draw back. It diminishes you shield energy dramatically. Therefore, only a couple of uses per race is advisable.
Shield Energy
To replenish lost shield energy, remember to stop off in the pits. Keep your eyes on the 'Pit Indicator' at the top of the screen. This informs you when you're approaching them.
Racing Class
The class you choose to race with should be picked according to your skills. Vector is suited to novices and is an ideal way to learn the handling of the ships. Venom is the intermediate level. Although not the most difficult, it's certainly tricky enough. Rapier is for real racing hedonists and not the faint-hearted.

WORLD LEAGUE SOCCER '98

Proper player names
This only works for the English teams, but you can change their player names to the authentic ones. Go to the options and select player editor. Choose English league then any team. Now edit any player's name and change it to 'TEAMTWO' Click on it to make a new default 2 option appear. Click on the latter to bring up the real names for that team. To change the names in all the other English teams, click on 'Back to teams' then on 'Default 2' in that menu. As well as appearing correctly named, the commentator will now also use the correct names.

WORMS

Sheep And Banana Bombs
At the Weapon **Select** screen, simply press ⊙ and ⊗ eight to ten times and you should gain access to both the big banana bombs and exploding sheep.
Exploding Sheep
Go to the Worms Options screen, then go onto the Weapons Option screen. Move the cursor away from the Exit logo and press these buttons: ⊗⊙⊙⊗⊙⊙⊗⊙⊙. You'll now get exploding sheep.

WWF: ATTITUDE

Winning these titles has the effects shown below...
European Title
Unlock Sable, Marc Mero and Trainer. New Creations Options and Squeaky Mode.
Intercontinental Title
Unlock Jaqueline and Chyna. Extra Attribute Points and Big Head Mode.
Heavyweight Title
Beep Mode, Ego Mode and unlock Head.
King of the Ring PPV
Unlock Kurrgan and Taka Michinoku.
Summer Slam PPV
Unlock Sgt. Slaughter and Shawn Michaels.
Royal Rumble PPV
Unlock Jerry Lawler and Paul Bearer.
Random Character
Press R1 at the character selection.

WWF IN YOUR HOUSE

Computer Players Off
Pause the game and press ←←↑↓, R2 to turn computer players off.
Big Hurt
To create greater damage, pause the game and press ⇧⇧ L1 L2 and ⇩.
Combos On
To ensure combos always stay on, pause the game and press R1, L2, R2, L2 and ⇨.
Superpins On
Pause the game and press the button sequence ⇩⇩⇩⇩ and L1 to have superpins on.

WWF WARZONE

See all of the movie cinemas.
Open All Movies:
At the 'Press **Start**' screen, press ↑ + △, → + ⊙, ↓ + ⊗, ← + ⊙ in that order four times, then press L1+R1, L2+R2, L1+R1, L2+R2. Now 'Movies' should appear above the 'Press **Start**' screen. Pick any of the 64 movies and enjoy!
NOTE: After the first movie is viewed, the screen will go black. Simply press up or down to select another movie, then press ⊗ to start the next clip.
Cheat Menu
When the elevator is going up, press L1 then press R1 to drop to the basement.
Beans Mode
Mosh to win the WWF title (medium difficulty).
Trainer and Sue
To play as the Trainer, just enter Training mode.
Sue the Ring Girl
To play as Sue the ring girl, win the WWF title with either Owen or Bret Hart on the medium difficulty level.
Ego Mode
Win the WWF Title with Ahmed Johnson on the medium difficulty level. Watch your head swell as you beat your opponent!
Stone Cold costumes
Win the Intercontinental belt with Steve, then use the shoulder buttons to flip between his various costumes.
Ladies' Night
Complete the challenge mode on medium or hard difficulty with Triple H or Shawn Michaels. You can now create a female wrestler.
Goldust's Outfits
Win the WWF title in challenge mode with Goldust on either medium or hard difficulty.
No meters
Complete the whole challenge mode with the Undertaker.
Dude Love and Cactus Jack
Win the challenge mode on medium or hard with Mankind.

WU TANG: TASTE THE PAIN

Extra Costumes
By completing one of a character chamber sets in Story Mode you can select a different costume by holding when selecting the character in Vs or Practice Mode.
Extra Stages
Complete the sets of chambers in Story Mode to unlock a number of new stages to fight on.
Special Options
To access these go to the options screen, select Chambers then select Special.
Concept Artwork
Open up the chambers with the characters to open up extra concept artwork.
Practice Stage
To fight in the practice stage in Vs mode successfully perform each of the characters normal and secret moves in the practice mode. To select the stage, hold L1 + L2 and press ⊗ when you have any stage highlighted.
Inner Sanctum Stage
Complete the story mode and defeat Mong Zhu with any character. To select the stage, hold R1 + R2 and press ⊗ when you have any stage highlighted.
View FMV
Complete the story mode and defeat Mong Zhu with any character.
Extra Game Modes
Open up the chambers with the characters, as you do then you'll unlock 60fps, Disco, Super Turbo, Scaling, Night Fighting, Super Float and Merry-Go-Round modes.

XENA: WARRIOR PRINCESS NEW

Full Shield and Attack
Press △, ⊙, △, ⊙, ⊙, ⇧, ⇧, ⇧ on the main menu. A sound confirms correct entry.
Invincibility
Press ⇧, ⇧, ⇧, ⊙, ⊙, ⇧, ⇨, ⇦ on the main menu. A sound confirms correct entry. Alternatively, press ⊗+⊙ after collecting a potion.
Level Select
Highlight 'New Game' on the main menu and press △, ⊙, ⊙, △, ⊙, ⇧, ⇧, ⇧. A sound confirms correct entry.

XEVIOUS 3D/G+

Play as Tekken characters...
Heihachi
At the game selection screen (Highlighting 'Xevious'), hold ⊗⊙← + **Start** on controller 1. Keep holding them until the Xevious title screen appears, then release **Start** (nothing else) and press it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically turns into Heihachi.
Paul
At the game selection screen (Highlighting 'Xevious'), hold ⊗⊙← + **Start** on controller 2. Keep holding them until the Xevious title screen appears, then release **Start** (nothing else) and press it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically turns into Paul.
Infinite continues
On the game select screen, hold L1 + L2 + R1 + R2 and press ⊙ rapidly as many times as you can while it loads. If done right, when you start the game where the credits were displayed it'll say 'FREE PLAY'.
Debug mode
Select the original Xevious game. At the Xevious title screen, press ⊙⊗ + start. The debug will now appear and the game will start.

X-GAMES PRO BOARDERS

Enter the following codes at the password screen in the options menu to:
Unlock the circuit leve l
⊗⊙⊗△⊙
Unlock super circuit levels
⊙△⊗⊙⊙⊙
Unlock the secret boarder
△⊙⊙⊗△⊙

Z

Enter the following cheats on the password screen...
Full metal jacket –
⊙⊙⊗△△⊗⊙⊙
Invincibility –
⊙△⊙⊗⊙△⊙
Enable port 2 –
⊗△⊙⊙△⊙⊗⊙
(During play press △ on pad 2 to destroy the enemy base or press ⊙ to destroy your own base)

ZERO DIVIDE

Area Select in VS PLAY Mode
Play in 2P VS PLAY mode, win a round with a time of less than 5 seconds with Zulu and Xtal.
Hidden Mini Phalanx Game
Turn off your machine, hold **Select** and **Start** on the controller 2 and start the game. Hold the buttons until the Zoom logo appears. Get a high score and beat the game and to fight Neco. For invincibility, go to the option screen and press ↖ L2 R2 and △ together.

ZERO DIVIDE 2

Fight as Nox and Eve
Complete the game using any character.
Fight as Neco and Modoki
Complete the game using Nox and Eve.
Different character colours
Hold SELECT on controller two and press ⊗⊙⊙ △ L1 L2 R1 or R2 on the character selection screen.
Additional levels
Two additional levels will become when the game is completed under each of the three difficulty settings up a total of six new levels.

Xplorer Codes

THE TOP A TO Z OF XPLORER CODES

Another month unleashes a barrage of new codes to crack the latest games. If you've got one of the nifty Xplorer cartridges then these two pages are most definitely the answers to all your dreams...sort of.

READY 2 RUMBLE BOXING

P1 Infinite Health
37696536D599
P1 75 Health
77696536D599
37827E1DF280
P1 50 Health
77696536D599
379B97E40367
P1 25 Health
77696536D599
37B4B0CB244E
P1 Sudden Knock-Out
77696536D599
37CDC9D23535
P1 Infinite Perseverance
378D553AD599
P1 Low Perseverance
37D098F71456
P1 has Rumble Power (Press L1 + R1)
773B5A2CB534
37C989EE0565
P1 No Rumble Power
87F9B9DE3535
Time Longer P1 (Press L2 + R2)
7732632FBE34
37D1A8A92347
Time Shortened P1 (Press L2 + R2 + SELECT)
7733642EBF33
37E3BAB73535
P2 Infinite Health
37754D52D599
P2 75 Health
77754D52D599
378E6639F280
P2 50 Health
77754D52D599
37A77F000367
P2 25 Health
77754D52D599
37C098E7244E
P2 Sudden Knock-Out
77754D52D599
37D9B1EE3535
P2 Infinite Perseverance
37794D56D599
P2 Low perseverance
37BC90131456
P2 Max Rumble Power (Press L1 + R1)
77DE89F2B534
37D5710A0565
P2 No Rumble Power
3705A1FA3535
Time Longer P2 (Press L2 + R2)
77D592F5BE34
37D1A8A92347
Time Shortened P2 (Press L2 + R2 + SELECT)
77D693F4BF33
37E3BAB73535
Championship-Mode Infinite Money
87B0C83EC134
Max Money
87B26CAEE561
874F8733D695
Boris Knokimov Codes
no Defeats
37DCD6E03535
Strength on 100
874A2A504130
37888A080373
perseverance on 100
874E2A544130
378C8A0C0373
Skill on 100
87522A584130
37908A100373
Experience on 100
87562A5C4130
37B47A140373
Butcher Brown Codes
no Defeats
3708862C3535
Strength on 100
8796EA9C4130
37F3BB540373
Perseverance on 100
87B95BA04130
37F7BB580373
Skill on 100
87BD5BA44130
37FBBB5C0373
Experience on 100
87C15BA84130
37FFBB600373
Afro Thunder Codes
no Defeats
3773B7783535
Strengths on 100
87011BE84130
373F7BA00373
Perseverance on 100
87051BEC4130
37236BA40373
Skill on 100
87E90BF04130
37276BA80373
Experience on 100
87ED0BF44130
372B6BAC0373
Salua
no Defeats
37BFF7C43535
Strength on 100
872D4B344130
376BABEC0373
Perseverance on 100
87314B384130
376FABF00373
Skill on 100
87354B3C4130
37939BF40373
Experience on 100
87593B404130
37979BF80373
Raging Rivera
No Defeats
37EBA7103535
Strength on 100
8799FB804130
37D75B380373
Perseverance on 100
879DFB844130
37DB5B3C0373
Skill on 100
87A1FB884130
37DF5B400373
Experience on 100
87A5FB8C4130
37C34B440373
Tank Thrasher
No Defeats
37CAD85C3535
Strength on 100
87583CCC4130
37768C840373
Perseverance on 100
873C2CD04130
377A8C880373
Skill on 100
87402CD44130
377E8C8C0373
Experience on 100
87442CD84130
37828C900373

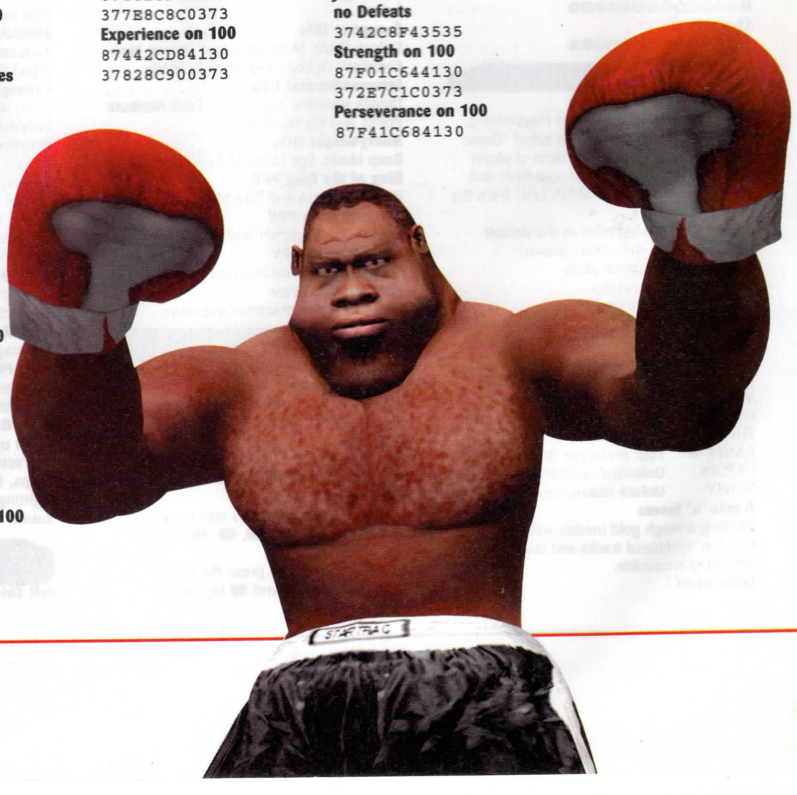
Selene Strike
No Defeats
37F688A83535
Strength on 100
8784EC184130
37C24CD00373
Perseverance On 100
8788EC1C4130
37E6BCD40373
Skill on 100
87AC5C204130
37EABCD80373
Experience on 100
87B05C244130
37EEBCDC0373
Jet Iron Chin
no Defeats
3742C8F43535
Strength on 100
87F01C644130
372E7C1C0373
Perseverance on 100
87F41C684130
37327C200373
Skill on 100
87F81C6C4130
37166C240373
Experience on 100
87DC0C704130
371A6C280373
Rocket Samchay
No Defeats
37ADF9403535
Strength on 100
871B4DB04130
3759AD680373
Perseverance on 100
871F4DB44130
375DAD6C0373
Skill on 100
87234DB84130
3761AD700373

XPLORER
THE ULTIMATE CHEAT CARTRIDGE

WHAT DOES IT ALL MEAN?

Each month, the fine, fine people of Blaze will be cracking the latest games so that we can bring you the best new game codes.
Xplorer Codes provide a useful aid so that gamers no longer have to get frustrated with their favourite games – they can just plug in their Xplorer Cartridge and enter the codes they need. All their gaming problems are solved instantly! Remember that you need to have an Xplorer Cartridge to use the codes for it...

Call the codes hotline on: **01302 325860** or visit the Xplorer website at: **www.x-plorer.co.uk**



XPLORER CODES

Experience on 100
87274DBC4130
37859D740373
Furious Faz
No Defeats
37D9A98C3535
Strength on 100
87670DFC4130
37C55DB40373
Perseverance on 100
878BFD004130
37C95DB80373
Skill on 100
878FFD044130
37CD5DBC0373
Experience on 100
8793FD084130
37D15DC00373
Lulu Valentine
No Defeats
3745D9D83535
Strength on 100
87D33D484130
37119D000373
Perseverance on 100
87D73D4C4130
37F58D040373
Skill on 100
87BB2D504130
37F98D080373
Experience on 100
87BF2D544130
37FD8D0C0373
Big Willy Johnson
No Defeats
379199243535
Strength on 100
87FFED944130
373D4D4C0373
Perseverance on 100
8703ED984130
37414D500373
Skill on 100
8707ED9C4130
3764BE540373
Experience on 100
872A5EA04130
3768BE580373
Gino Stiletto
No Defeats
37BCCA703535
Strength on 100
876A1EE04130
37A87E980373
Perseverance on 100
876E1EE44130
37AC7E9C0373
Skill on 100
87721EE84130
37B07EA00373
Experience on 100
87761EEC4130
37946EA40373
Kemo Claw
No Defeats
3728FABC3535
Strength on 100
87B65E2C4130
37D4AEE40373
Perseverance on 100
879A4E304130
37D8AEE80373
Skill on 100
879E4E344130
37DCAEEC0373
Experience on 100
87A24E384130
37E0AEF00373
Bruce Blade
No Defeats
3754AA083535
Strength on 100
87E20E784130
37206E300373
Perseverance on 100
87E60E7C4130
37445E340373

Skill on 100
870AFE804130
37485E380373
Experience on 100
870EFE844130
374C5E3C0373
Nat Daddy
No Defeats
379FEB543535
Strength on 100
874D3FC44130
378B9F7C0373
Perseverance on 100
87513FC84130
378F9F800373
Skill on 100
87553FCC4130
37738F840373
Experience on 100
87392FD04130
37778F880373
Damien Black
No Defeats
370B9BA03535
Strength on 100
8779EF104130
37B74FC80373
Perseverance on 100
877DEF144130
37BB4FCC0373
Skill on 100
8781EF184130
37BF4FD00373
Experience on 100
8785EF1C4130
37E3BFD40373
Michael Buffer
No Defeats
3737CBEC3535
Strength on 100
87C52F5C4130
37237F140373
Perseverance on 100
87E91F604130
37277F180373
Skill on 100
87ED1F644130
372B7F1C0373
Experience on 100
87F11F684130
372F7F200373
All Characters Unlocked
B7F93A823535
17D1D3DB3238
Champion Rank All Boxers
B7F93A823535
17D3D5DD3238
No Remaining Fights For All Boxers
B7F93A823535
17D8D6DC3535
All Boxers Won All Fights
B7F93A823535
17BCBADC2353
No Boxer Has Lost A Fight
B7F93A823535
17DED8E23535
Strength on 100 All Boxers
B7F93A823535
17482C4E4130
B7F93A823535
178688060373
Perseverance on 100 All Boxers
B7F93A823535
174C2C524130
B7F93A823535
178A880A0373
Skill On 100 All Boxers
B7F93A823535
17502C564130
B7F93A823535
178E880E0373
Exp On 100 All Boxers
B7F93A823535
17542C5A4130
B7F93A823535
179288120373

WIP3OUT

Infinite Energy Reserve P1
379E858E3535
Infinite Hyper P1 and P2
379681AD3436
Infinite Energy Reserve & Hyper P1 and P2
37AD92A43436
Tournament-Mode Vector-Class unlocked
375BC0703436
Rapier-Class unlocked
3784AF793436
Phantom-Class unlocked
378DAE823436
40 Points P1
770AB3FE3535
37E28B26155D
40 Points P2
770AB3FE3535
37E28B26155D

The following apply to Single Race, Time Trial and Destroyer Mode…

Vector-Class Hi-Fumii-Track unlocked
37CDEEC43436
P-Mar-Track unlocked
37CEEDC53436
Manor Top-Track unlocked
37CFECC63436
Terminal-Track unlocked
37B0DFC73436
All Tracks unlocked
B7A078383535
17CBF0C23536
Venom-Class Hi-Fumii-Track unlocked
37E6CDDD3436
P-Mar-Track unlocked
37E7CCDE3436
Manor Top-Track unlocked
37E8CFDF3436
Terminal-Track unlocked
37E9CEE03436
Ale Tracks unlocked
B79F78383535
17E5CEDC3536
Rapier-Class Hi-Fumii-Track unlocked
37DFBCF63436
P-Mar-Track unlocked
3700AFF73436
Manor Top-Track unlocked
3701AEF83436
Terminal-Track unlocked
3702ADF93436
All Tracks unlocked
B7A078383535
17DDBEF43536
Phantom-Class unlocked
37F39C0A3436
Phantom-Class Hi-Fumii-Track unlocked
37F89F0F3436
P-Mar-Track unlocked
37F99E103436
Manor Top-Track unlocked
37FA9D113436
Terminal-Track unlocked
37FB9C123436
All Tracks unlocked
B79F78383535
17F7A00E3536

The following apply to all races and modes…

Vector-Class Quirex-Team unlocked
37BDDED43436
AG Systems International-Team unlocked
37BEDDD53436
Assegai-Team unlocked
37BFDCD63436
Icaras-Team unlocked
37E0CFD73436
All Teams unlocked
B7A078383535
17BBE0D23536
Venom-Class Quirex-Team unlocked
37D6BDED3436
AG Systems International-Team unlocked
37D7BCEE3436
Assegai-Team unlocked
37D8BFEF3436
Icaras-Team unlocked
37D9BEF03436
All Teams unlocked
B79F78383535
17D5BEEC3536
Rapier-Class Quirex-Team unlocked
370FAC063436
AG Systems International-Team unlocked
37F09F073436
Assegai-Team unlocked
37F19E083436
Icaras-Team unlocked
37F29D093436
All Teams unlocked
B7A078383535
170DAE043536
Phantom-Class Quirex-Team unlocked
37288F1F3436
AG Systems International-Team unlocked
37298E203436
Assegai-Team unlocked
372A8D213436
Icaras-Team unlocked
372B8C223436
All Teams unlocked
B79F78383535
1727901E3536
Prototype-Mode unlocked
37AE91A53436
Player 1 Codes
Have Autopilot (Press ⇦ + ⊙)
776455B8B5B5
3756C8553436
776455B8B5B5
3757C7563436
776455B8B5B5
3778BA573436
Have Earthquake-Disruptor (Press ⇨ + ⊙)
77C4B5589555
3756C8553436
77C4B5589555
374EBE5F333F
77C4B5589555
376FB160333F
Have Camouflage (Press ⇧ + ⊙)
77D4C528A545
3756C8553436
77D4C528A545
3756C6573337
77D4C528A545
3777B9583337
Have Gravityshield (Press ⇩ + ⊙)
77A495787575
3756C8553436
77A495787575
3753C35A343A
77A495787575
3774B65B343A
Have Multiplerockets (Press L1 + ⇦)
77E0D9B839B5
3756C8553436
77E0D9B839B5
3751C15C323C
77E0D9B839B5
3772B45D323C
Have Reflector (Press L1 + ⇨)
774039581955
3756C8553436
774039581955
374DBD603240
774039581955
376EB0613240
Have Mines (Press L1 + ⇩)
77201978F975
3756C8553436
77201978F975
3752C25B333B
77201978F975
3773B55C333B
Have Plasmabeam (Press L1 + ⇧)
775049282945
3756C8553436
775049282945
3750C05D353D
775049282945
3771B35E353D
Have Energydrain (Press R1 + ⇦)
77DCDDB83DB5
3756C8553436
77DCDDB83DB5
3755C5583238
77DCDDB83DB5
3776B8593238
Have Power-Wall (Press R1 + ⇨)
773C3D581D55
3756C8553436
773C3D581D55
3754C4593539
773C3D581D55
3775B75A3539
Player 2 Codes
Have Autopilot (Press ⇦ + ⊙)
77C54848B5B5
3756C8553436
77C54848B5B5
3757C7563436
77C54848B5B5
3778BA573436
Have Earthquake-Disruptor (Press ⇨ + ⊙)
7725A8E89555
3756C8553436
7725A8E89555
374EBE5F333F
7725A8E89555
376FB160333F
Have Camouflage (Press ⇧ + ⊙)
7735B8B8A545
3756C8553436
7735B8B8A545
3756C6573337
7735B8B8A545
3777B9583337
Have Gravityshield (Press ⇩ + ⊙)
770588087575
3756C8553436
770588087575
3753C35A343A
770588087575
3774B65B343A
Have Multiple Rockets (Press L1 + ⇦)
7741CC4839B5
3756C8553436
7741CC4839B5
3751C15C323C
7741CC4839B5
3772B45D323C
Have Reflector (Press L1 + ⇨)
77A12CE81955
3756C8553436
77A12CE81955
374DBD603240
77A12CE81955
376EB0613240
Have Mines (Press L1 + ⇩)
77810C08F975
3756C8553436
77810C08F975
3752C25B333B
77810C08F975
3773B55C333B
Have Plasmabeam (Press L1 + ⇧)
77B13CB82945
3756C8553436
77B13CB82945
3750C05D353D
77B13CB82945
3771B35E353D
Have Energydrain (Press R1 + ⇦)
773DD0483DB5
3756C8553436
773DD0483DB5
3755C5583238
773DD0483DB5
3776B8593238
Have Power-Wall (Press R1 + ⇨)
779D30E81D55
3756C8553436
779D30E81D55
3754C4593539
779D30E81D55
3775B75A3539
All Racing Tournaments passed
B7A178383535
172790223538
All Weapon Tournaments passed
B7A178383535
170F802A3538
All Time Tournaments passed
B7A178383535
171780323538
All Combi Tournaments passed
B7A178383535
173EF13A3538
All Tournaments passed
B7AD78383535
172790223538

Datel Codes

THE TOP A TO Z OF DATEL CODES

What a month! We've got so many codes we've had to set aside an extra two pages just to fit them all in! Let's just thank the Lord that the millenium bug doesn't affect our dear old Datel Cartridges!

ACTION REPLAY PROFESSIONAL

What it's all about!

Datel's dedicated team of hackers spend all of their time breaking into each new game as it's released. The best new game codes they find are then published in your favourite Solutions mag and also on Datel's website. Alternatively, you can also call into the Datel cheat hotline. What could be easier for the keen gamer?

Datel Codes are an increasingly useful aid in this day and age. Now gamers no longer have to get frustrated with their favourite games – they can just plug in their trusty Datel Action Replay Cartridge, enter the code they need, and – hey presto – another gaming problem solved!

Don't forget that you need the actual Datel Cartridge to use these codes. If you don't have one already, why not enter our great monthly competition, where you have the chance to win a cartridge and a 120 slot memory card?

ARMY MEN 3D

Inf Ammo all Weapons/Items
800576A4 0000
800576A6 0000
80058510 0000
80058512 0000
Infinite Health
800421FC 0000
800421FE 0000

CRASH TEAM RACING

One Lap Race/Finish First - Crash Cove
801F0D3C 0003
Roo's Tubes
801D4638 0003
Sewer Speedway
801DD5AC 0003
Mystery Caves
801F4E1C 0003
Ripper Roo
801BEA20 0003
One Lap Race/Finish First - Coco Park
801BF908 0003
Tiger Temple
801F3328 0003
Papu's Pyramid
801EC2A8 0003
Dingo Canyon
801C2148 0003
Papu Papu's Challenge
801D6744 0003
Blizzard Bluff
801EC374 0003
Dragon Mines
801E8BD8 0003
Tiny Arena
801F0094 0003
Komodo Joe's Challenge
801D472C 0003
N.Gin's Labs
801F3BE0 0003
Cortex Castle
801F4520 0003
Hot Air Skyway
801F3CA0 0003
Oxide Station
801F3D20 0003
Pinstripe's Challenge
801DEEC4 0003
N. Oxides Challenge
801D8E48 0003
Adventure Complete
50000D02 0000
8008FF58 FFFF

DINO CRISIS

Infinite Health
800B9A1C 083C
All Weapons
800C1A50 FFFF
Save Anywhere
D00B18C0 0005
800B7EF0 0007
(Press L1 + L2 to save)

FIFA 2000

Home Team scores 20 Goals
80032514 0014
Home Team scores 0 Goals
80032514 0000
Away Team scores 20 Goals
80032518 0014
Away Team scores 0 Goals
80032518 0000

FINAL FANTASY VIII

Save Anywhere
80070B02 0100
Have infinite money
80078334 0FFF
80078336 5F5E
Squall – Hit Points at 9999
80077CB8 270F
80077CBA 270F
Squall – Str/Vit at maximum
80077CC2 FFFF
Squall – Mag/Spr at maximum
80077CC4 FFFF
Squall – Spd/Luck at maximum
80077CC6 FFFF
Squall at level 100
80077CBC E100
80077CBE 5F5E
Squall – Have infinite Fire magic
80077CC8 6301
Squall – Have infinite Fira magic
80077CCA 6302
Squall – Have infinite Firaga magic
80077CCC 6303
Squall – Have infinite Blizzard magic
80077CCE 6304
Squall – Have infinite Blizzara magic
80077CD0 6305
Squall – Have infinite Blizzaga magic
80077CD2 6306
Squall – Have infinite Thunder magic
80077CD4 6307
Squall – Have infinite Thundara magic
80077CD6 6308
Squall – Have infinite Thundaga magic
80077CD8 6309
Squall – Have infinite Water magic
80077CDA 630A
Squall – Have infinite Aero magic
80077CDC 630B
Squall – Have infinite Bio magic
80077CDE 630C
Squall – Have infinite Demi magic
80077CE0 630D
Squall – Have infinite Holy magic
80077CE2 630E
Squall – Have infinite Flare magic
80077CE4 630F
Squall – Have infinite Meteor magic
80077CE6 6310
Squall – Have infinite Quake magic
80077CE8 6311
Squall – Have infinite Tornado magic
80077CEA 6312
Squall – Have infinite Ultima magic
80077CEC 6313
Squall – Have infinite Apocalypse magic
80077CEE 6314
Squall – Have infinite Cure magic
80077CF0 6315
Squall – Have infinite Cura magic
80077CF2 6316
Squall – Have infinite Curaga magic
80077CF4 6317
Squall – Have infinite Life magic
80077CF6 6318
Squall – Have infinite Full Life magic
80077CF8 6319
Squall – Have infinite Regen magic
80077CFA 631A
Squall – Have infinite Esuna magic
80077CFC 631B
Squall – Have infinite Dispel magic
80077CFE 631C
Squall – Have infinite Protect magic
80077D00 631D
Squall – Have infinite Shell magic
80077D02 631E
Squall – Have infinite Reflect magic
80077D04 631F
Squall – Have infinite Aura magic
80077D06 6320

LEGO ROCK RAIDERS

Infinite Timer
8009E6EC 0000
Infinite Green Crystal
800AE220 0063
Infinite Lego-Ore
800AE218 0063
Infinite Red Crystal
800AE21C 0063
Infinite Rock Raiders Saved
800AE228 0063

MEDAL OF HONOR

Mission 1: Level 1:
Infinite Health
800EE956 0080
Infinite Ammo Weapon 1
800EEC82 03E7
800EEC92 0063
Infinite Ammo Weapon 2
800EEC84 03E7
800EEC94 0063
Infinite Ammo Weapon 3
800EEC86 03E7
800EEC96 0063
Infinite Ammo Weapon 4
800EEC88 03E7
800EEC98 0063
Mission 1: Level 2:
Infinite Health
800E3936 0080
Infinite Ammo Weapon 1
800E3C62 03E7
800E3C72 0063
Infinite Ammo Weapon 2
800E3C64 03E7
800E3C74 0063
Infinite Ammo Weapon 3
800E3C66 03E7

DATEL CODES

800E3C76 0063
Infinite Ammo Weapon 4
800E3C68 03E7
800E3C78 0063
Mission 1: Level 3:
Infinite Health
800E3086 0080
Infinite Ammo Weapon 1
800E33B2 03E7
800E33C2 0063
Infinite Ammo Weapon 2
800E33B4 03E7
800E33C4 0063
Infinite Ammo Weapon 3
800E33B6 03E7
800E33C6 0063
Infinite Ammo Weapon 4
800E33B8 03E7
800E33C8 0063
Mission 2: Level 1:
Infinite Health
800F7F76 0080
Infinite Ammo Weapon 1
800F82A2 03E7
800F82B2 0063
Infinite Ammo Weapon 2
800F82A4 03E7
800F82B4 0063
Infinite Ammo Weapon 3
800F82A6 03E7
800F82B6 0063
Infinite Ammo Weapon 4
800F82A8 03E7
800F82B8 0063
Mission 2: Level 2:
Infinite Health
800E07E6 0080
Infinite Ammo Weapon 1
800E0B12 03E7
800E0B22 0063
Infinite Ammo Weapon 2
800E0B14 03E7
800E0B24 0063
Infinite Ammo Weapon 3
800E0B16 03E7
800E0B26 0063
Infinite Ammo Weapon 4
800E0B18 03E7
800E0B28 0063
Mission 2: Level 3:
Infinite Health
800E4B16 0080
Infinite Ammo Weapon 1
800E4E42 03E7
800E4E52 0063
Infinite Ammo Weapon 2
800E4E44 03E7
800E4E54 0063
Infinite Ammo Weapon 3
800E4E46 03E7
800E4E56 0063
Infinite Ammo Weapon 4
800E4E48 03E7
800E4E58 0063
Mission 2: Level 4:
Infinite Health
800EF116 0080
Infinite Ammo Weapon 1
800EF442 03E7
800EF452 0063
Infinite Ammo Weapon 2
800EF444 03E7
800EF454 0063
Infinite Ammo Weapon 3
800EF446 03E7
800EF456 0063
Infinite Ammo Weapon 4
800EF448 03E7
800EF458 0063
Mission 3: Level 1:
Infinite Health
800E6366 0080
Infinite Ammo Weapon 1
800E6692 03E7
800E66A2 0063
Infinite Ammo Weapon 2
800E6694 03E7
800E66A4 0063
Infinite Ammo Weapon 3
800E6696 03E7
800E66A6 0063
Infinite Ammo Weapon 4
800E6698 03E7
800E66A8 0063
Have ID
800E6290 0380
Mission 3: Level 2:
Infinite Health
800E7DA6 0080
Infinite Ammo Weapon 1
800E80D2 03E7
800E80E2 0063
Infinite Ammo Weapon 2
800E80D4 03E7
800E80E4 0063
Infinite Ammo Weapon 3
800E80D6 03E7
800E80E6 0063
Infinite Ammo Weapon 4
800E80D8 03E7
800E80E8 0063
Mission 3: Level 3:
Infinite Health
800EC0B6 0080
Infinite Ammo Weapon 1
800EC3E2 03E7
800EC3F2 0063
Infinite Ammo Weapon 2
800EC3E4 03E7
800EC3F4 0063
Infinite Ammo Weapon 3
800EC3E6 03E7
800EC3F6 0063
Infinite Ammo Weapon 4
800EC3E8 03E7
800EC3F8 0063
Mission 3: Level 4:
Infinite Health
800EEF26 0080
Infinite Ammo Weapon 1
800EF252 03E7
800EF262 0063
Infinite Ammo Weapon 2
800EF254 03E7
800EF264 0063
Infinite Ammo Weapon 3
800EF256 03E7
800EF266 0063
Infinite Ammo Weapon 4
800EF258 03E7
800EF268 0063
Mission 4: Level 1:
Infinite Health
800E2CC6 0080
Infinite Ammo Weapon 1
800E2FF2 03E7
800E3002 0063
Infinite Ammo Weapon 2
800E2FF4 03E7
800E3004 0063
Infinite Ammo Weapon 3
800E2FF6 03E7
800E3006 0063
Infinite Ammo Weapon 4
800E2FF8 03E7
800E3008 0063
Mission 4: Level 2:
Infinite Health
800E4736 0080
Infinite Ammo Weapon 1
800E4A62 03E7
800E4A72 0063
Infinite Ammo Weapon 2
800E4A64 03E7
800E4A74 0063
Infinite Ammo Weapon 3
800E4A66 03E7
800E4A76 0063
Infinite Ammo Weapon 4
800E4A68 03E7
800E4A78 0063
Mission 4: Level 3:
Infinite Health
800E6676 0080
Infinite Ammo Weapon 1
800E69A2 03E7
800E69B2 0063
Infinite Ammo Weapon 2
800E69A4 03E7
800E69B4 0063
Infinite Ammo Weapon 3
800E69A6 03E7
800E69B6 0063
Infinite Ammo Weapon 4
800E69A8 03E7
800E69B8 0063
Mission 5: Level 1:
Infinite Health
800E6916 0080
Mission 5: Level 1:
Infinite Ammo Weapon 1
800E6C42 03E7
800E6C52 0063
Infinite Ammo Weapon 2
800E6C44 03E7
800E6C54 0063
Infinite Ammo Weapon 3
800E6C46 03E7
800E6C56 0063
Infinite Ammo Weapon 4
800E6C48 03E7
800E6C58 0063
Mission 5: Level 2:
Infinite Health
800EF4E6 0080
Infinite Ammo Weapon 1
800EF812 03E7
800EF822 0063
Infinite Ammo Weapon 2
800EF814 03E7
800EF824 0063
Infinite Ammo Weapon 3
800EF816 03E7
800EF826 0063
Infinite Ammo Weapon 4
800EF818 03E7
800EF828 0063
Mission 5: Level 3:
Infinite Health
800E9366 0080
Infinite Ammo Weapon 1
800E9692 03E7
800E96A2 0063
Infinite Ammo Weapon 2
800E9694 03E7
800E96A4 0063
Infinite Ammo Weapon 3
800E9696 03E7
800E96A6 0063
Infinite Ammo Weapon 4
800E9698 03E7
800E96A8 0063
Mission 5: Level 4:
Infinite Health
800EB446 0080
Infinite Ammo Weapon 1
800EB772 03E7
800EB782 0063
Infinite Ammo Weapon 2
800EB774 03E7
800EB784 0063
Infinite Ammo Weapon 3
800EB776 03E7
800EB786 0063
Infinite Ammo Weapon 4
800EB778 03E7

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800EB788 0063
Mission 6: Level 1:
Infinite Health
800F3CB6 0080
Infinite Ammo Weapon 1
800F3FE2 03E7
800E3FF2 0063
Infinite Ammo Weapon 2
800E3FE4 03E7
800E3FF4 0063
Infinite Ammo Weapon 3
800E3FE6 03E7
800E3FF6 0063
Infinite Ammo Weapon 4
800E3FE8 03E7
800E3FF8 0063
Mission 6: Level 2:
Infinite Health
800E8196 0080
Infinite Ammo Weapon 1
800E84C2 03E7
800E84D2 0063
Ammo Weapon 2
800E84C4 03E7
800E84D4 0063
Ammo Weapon 3
800E84C6 03E7
800E84D6 0063
Infinite Ammo Weapon 4
800E84C8 03E7
800E84D8 0063
Mission 6: Level 3:
Infinite Health
800EB236 0080
Ammo Weapon 1
800EB562 03E7
800EB572 0063
Ammo Weapon 2
800EB564 03E7
800EB574 0063
Ammo Weapon 3
800EB566 03E7
800EB576 0063
Infinite Ammo Weapon 4
800EB568 03E7
800EB578 0063
Mission 7: Level 1:
Infinite Health
800EF9D6 0080
Ammo Weapon 1
800EFD02 03E7
800EFD12 0063
Infinite Ammo Weapon 2
800EFD04 03E7
800EFD14 0063
Infinite Ammo Weapon 3
800EFD06 03E7
800EFD16 0063
Infinite Ammo Weapon 4
800EFD08 03E7
800EFD18 0063
Mission 7: Level 2:
Infinite Health
800EC666 0080
Infinite Ammo Weapon 1
800EC992 03E7
800EC9A2 0063
Infinite Ammo Weapon 2
800EC994 03E7
800EC9A4 0063
Infinite Ammo Weapon 3
800EC996 03E7
800EC9A6 0063
Mission 7: Level 2:
Infinite Ammo Weapon 4
800EC998 03E7
800EC9A8 0063
Mission 7: Level 3:
Infinite Health
800EAC86 0080
Infinite Ammo Weapon 1
800EAFB2 03E7
800EAFC2 0063
Infinite Ammo Weapon 2
800EAFB4 03E7
800EAFC4 0063
Infinite Ammo Weapon 3
800EAFB6 03E7
800EAFC6 0063
Infinite Ammo Weapon 4
800EAFB8 03E7
800EAFC8 0063

MISSION IMPOSSIBLE

Infinite Health
8008FC0C 0196
8008FC1C 00FF
Infinite Time
8008FD7C 00FF

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ACTION REPLAY CDX

Infinite Ammo for most main weapons
801F5812 0014
Infinite Fire Extinguisher
801F5820 00FF
Infinite Tazer
801F5832 0064
Infinite Blue Spray
801F5852 0064
Infinite Masks
801F5822 0063

NO FEAR DOWNHILL MOUNTAIN BIKING

Always win Race
800CC644 0000
Full Energy Bar
800D772C EBEF
Have all extra bike parts
800D15AA 0303
800D15AC 0303
800D15AE 0303
800D15B0 0303

SPYRO 2: GATEWAY TO GLIMMER

Infinite Lives
8006C614 0005
Infinite Health
8006DE50 0003
Have Fire Breath
D0070692 DFFF
8006DDD1 000F
Gives you 64/64 orbs
8006C778 0040

STAR WARS EPISODE ONE: THE PHANTOM MENACE

Hold Jump for Moon Jump
D0077774 0040
800B8358 0190
Press R1 to get a speed boost
D4000000 0008
800B8354 1000
Infinite Health Captain Panaka
800B8724 0064
Infinite Health (still die from falling too far)
800B868C 0063
Always full force power
800B8498 1000
Legs don't work
80088CDA 0020
Have Naboo Blaster + infinite ammo
800B86C8 0063
Have Flash Grenade + infinite ammo
800B86B8 0063
Have Light Repeating Blaster + infinite ammo
800B86A8 0063
Have Blaster + infinite ammo
800B86A4 0063
Have Proton Missile launcher + infinite ammo
800B86AC 0063
Have Thermal Detonator + infinite ammo
800B86B0 0063
Have Gungan Energy ball + infinite ammo
800B86B4 0063
Have Droid Stunner
800B86C0 0001
Have R-65 Heavy Blaster + infinite ammo
800B86C4 0063
Infinite Health Qui-Gon Jinn
800B86D8 0064
Captain Panaka have weapons + infinite ammo
800B8740 01F4
800B8760 004B
800B875C 0064
Queen Amidala infinite health
800B8770 0064

THIS IS FOOTBALL

Home Team Scores 9 Goals
80088EF0 2D39
Home Team Scores 0 Goals
80088EF0 2D30
Away Team Scores 9 Goals
80088EF2 0039
Away Team Scores 0 Goals
80088EF2 0030

TOMB RAIDER 4

Have All weapons
800AB3D4 FFFF
800AB3D6 FFFF
800AB3D8 FFFF
800AB3DA FFFF
Always full Sprint Meter
800A7D18 00FF
Infinite Small Medipack
800AB3FC FFFF
Infinite Large Medipack
800AB3FE FFFF
Infinite Flares
800AB400 FFFF
Infinite Uzi Ammo
800AB404 FFFF
Infinite Revolver Ammo
800AB406 FFFF
Infinite Normal Shotgun Ammo
800AB408 FFFF
Infinite Wideshot Shotgun Ammo 800AB40A FFFF
Infinite Normal Grenade Gun Ammo
800AB40C FFFF
Infinite Super Grenade Gun Ammo
800AB40E FFFF
Infinite Flash Grenade Gun Ammo
800AB410 FFFF
Infinite Normal Crossbow Ammo 800AB412 FFFF
Infinite Poison Crossbow Ammo 800AB414 FFFF
Infinite Explosive Crossbow Ammo
800AB416 FFFF
The Tomb of Seth
Infinite Health level 2 -
801C9716 03E8
Burial Chambers
Infinite Health level 3 -
801C2E8E 03E8
The Valley of the Kings
Infinite Health Level 4 -
801B4EFE 03E8
KV5
Infinite Health Level 5 -
801C2292 03E8
Temple of Karnak
Infinite Health Level 6 -
801D214A 03E8
The Great Hypostyle Hall
Infinite Health Level 7 -
801CECFA 03E8
Sacred Lake
Infinite Health Level 8 -
801B33D6 03E8
Climb almost any wall
800AB2C6 0001
Temple of Karnak Revisited
Infinite Health Level 9
801D214A 03E8
The Great Hypostyle Hall Revisited
Infinite Health Level 10 -
801CECFA 03E8
The Sacred Lake Revisited
Infinite Health Level 11-
801B33D6 03E8
The Tomb of Semerkhet
Infinite Health Level 12 -
801D3972 03E8
Guardian of Semerkhet
Infinite Health Level 13 -
801ABFAA 03E8
Desert Railroad
Infinite Health Level 14 -
801ABFAA 03E8
Alexandria
Infinite Health Level 15 -
801B8BF6 03E8
Coastal Ruins
Infinite Health Level 16 -
801CEFAA 03E8
Pharos, Temple of Isis
Infinite Health Level 17 -
801C9D32 03E8
Cleopatra's Palace
Infinite Health Level 18 -
801C4A9E 03E8
Catacombs
Infinite Health Level 19 -
801CA3CA 03E8
Temple of Poseidon
Infinite Health Level 20 -
801C0466 03E8
The Lost Libary
Infinite Health Level 21 -
801DD87A 03E8
Hall of Demetrius
Infinite Health Level 22 -
801B5F66 03E8
City of the Dead
Infinite Health Level 23 -
801CB78A 03E8
Trenches
Infinite Health Level 24 -
801CF66E 03E8
Chambers of Tulun
Infinite Health Level 25 -
801D0CC2 03E8
Street Bazaar
Infinite Health Level 26 -
801C2AF2 03E8
Citadel Gate
Infinite Health Level 27 -
801CF6CA 03E8
Citadel
Infinite Health Level 28 -
801D8F32 03E8
The Sphinx Complex
Infinite Health Level 29 -
801C1742 03E8
Underneath the Sphinx
Infinite Health Level 30 -
801CF996 03E8
Menkaure's Pyramnid
Infinite Health Level 31 -
801BD4DE 03E8
Inside Menkaure's Pyramnid
Infinite Health Level 32 -
801D58B2 03E8
The Mastabas
Infinite Health Level 33 -
801D2062 03E8
The Great Pyramid
Infinite Health Level 34 -
801C4D4A 03E8
Khufu's Queens Pyramids
Infinite Health Level 35 -
801D4B56 03E8
Inside the Great Pyramids
Infinite Health Level 36 -
801C8ACE 03E8
Temple of Horus
Infinite Health Level 37 -
801CDDD2 03E8
Temple of Horus (final fight)
Infinite Health Level 38 -
801C491E 03E8
Angkor Wat
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801BB278 0000
Longer jumps -
801BB276 0064
The Tomb of Seth
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C9714 0000
Longer jumps -
801C9712 0064
Burial Chambers
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C2E8C 0000
Longer jumps
801C2E8A 0064
The Valley of the Kings Hold L2 + R2 to Glide -
D01FEB32 FCFF
801B4EFC 0000
Longer jumps -
801B4EFA 0064
KV5
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C2290 0000
Longer jumps -
801C228E 0064
Temple of Karnak
Hold L2 + R2 to Glide-
D01FEB32 FCFF
801D2148 0000
Longer jumps -
801CECF6 0064
Sacred Lake Hold L2 + R2 to Glide -
D01FEB32 FCFF
801B33D4 0000
Longer Jumps -
801B33D2 0064
Temple of Karnak Revisited
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D2148 0000
Longer jumps
801D2146 0064
The Great Hypostyle Hall Revisited
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CECF8 0000
Longer jumps -
801CECF6 0064
The Sacred Lake Revisited Hold L2 + R2 to Glide -
D01FEB32 FCFF
801B33D4 0000
Longer jumps -
801B33D2 0064
The Tomb of Semerkhet
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D3970 0000
Longer jumps -
801D396E 0064
Guardian of Semerkhet Hold L2 + R2 to Glide -
D01FEB32 FCFF
801ABFA8 0000
Longer jumps -
801ABFA6 0064
Glide - Desert Railroad Hold L2 + R2 to
D01FEB32 FCFF
801ABFA8 0000
Longer jumps -
801ABFA6 0064
Alexandria
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801B8BF4 0000
Longer jumps -
801B8BF2 0064
Coastal Ruins
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CEFA8 0000
Longer jumps -
801CEFA6 0064
Pharos, Temple of Isis
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C9D30 0000
Longer jumps -
801C9D2E 0064
Cleopatra's Palace
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C4A9C 0000
Longer jumps -
801C4A9A 0064
Catacombs
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CA3C8 0000
Longer jumps -
801CA3C6 0064
Temple of Poseidon
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C0464 0000
Longer jumps -
801C0462 0064
The Lost Libary
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801DD878 0000
Longer jumps -
801DD876 0064
Hall of Demetrius
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801B5F64 0000
Longer jumps -
801B5F62 0064
City of the Dead
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CB788 0000
Longer jumps -
801CB786 0064
Trenches
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CF66C 0000
Longer jumps -
801CF66A 0064
Chambers of Tulun
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D0CC0 0000
Longer jumps -
801D0CBE 0064
Street Bazaar
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C2AF0 0000
Longer jumps -
801C2AEE 0064
Citadel Gate
Hold L2 + R2 to Glide -

DATEL CODES

D01FEB32 FCFF
801CF6CE 0000
Longer jumps -
801CF6C6 0064
Citadel
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D8F30 0000
Longer jumps -
801D8F2E 0064
The Sphinx Complex
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C1740 0000
Longer jumps -
801C173E 0064
Underneath the Sphinx
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CF994 0000
Longer jumps -
801CF992 0064
Menkaure's Pyramnid
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801BD4DC 0000
Longer jumps -
801BD4DA 0064
Inside Menkaure's Pyramnid
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D58B0 0000
Longer jumps -
801D58AE 0064
The Mastabas
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D2060 0000
Longer jumps -
801D205E 0064
The Great Pyramid
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C4D48 0000
Longer jumps -
801C4D46 0064
Khufu's Queens Pyramids
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801D4B54 0000
Longer jumps -
801D4B52 0064
Inside the Great Pyramids
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C8ACC 0000
Longer jumps
801C8ACA 0064
Temple of Horus
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801CDDD0 0000
Longer jumps
801CDDCE 0064
Hold L2 + R2 to Glide -
D01FEB32 FCFF
801C491C 0000
801C491A 0064

TOMORROW NEVER DIES

Level 1: Infinite PK7 Bullets
800EA8D4 0063
Infinite Assult Rifle Ammo
800EA93A 001E
Infinite Sniper Rifle Ammo
800EA99C 0007
800EA99E 0007
Infinite Armour
800C5EF0 0064
Level 2: Invincible
800B2B38 0001
Infinite Medical Kits
800D1B1C 0003
Infinite PK7 Bullets
800D198C 0063
Infinite Assult Rifle Ammo
800D19F2 001E
Infinite Sniper Rifle Ammo
800D1A56 000A
Infinite STK Mines
800D1AB8 0005
Level 3: Invincible
800BA404 0001
Infinite Medical Kits
800EDB08 0003
Infinite PK7 Bullets
800ED914 0063
Infinite Assult Rifle Ammo
800ED97A 001E
Infinite SMG 45 Ammo
800D1A56 000A
Level 4: Invincible
800B1E24 0001
Infinite Medical Kits
800F52B4 0003
Infinite PK7 Bullets
800F51EC 0063
Infinite Assult Rifle Ammo
800F5252 001E
Level 5: Invincible
800B9B48 0001
Infinite Medical Kits
800FFE54 0003
Infinite PK7 Bullets
800FFD28 0063
Infinite Assult Rifle Ammo
800FFD8E 001E
Infinite Gas Bombs
800FFEB8 0004
Level 6: Invincible
800B6408 0001
Infinite Medical Kits
800E09F0 0003
Infinite PK7 Bullets
800E08C4 0063
Infinite Assult Rifle Ammo
800E092A 001E
Infinite Infrared Sniper Rifle Ammo
800D1A56 000A
Infinite Gas Bombs
800FFEB8 0004
Infinite Rockets in BMW
800E0AB8 000A
Level 7: Invincible
800C0E78 0001
Infinite Medical Kits
800E4EEC 0003
Infinite PK7 Bullets
800E4D5C 0063
Infinite Assult Rifle Ammo
800E4DC2 001E
Infinite Infrared Sniper Rifle Ammo
800E4E26 000A
Infinite Auto 9mm Ammo
800E501A 001E
Level 8: Invincible
800B4CFC 0001
Infinite Medical Kits
800F9924 0003
Infinite PK7 Bullets
800F9794 0063
Infinite Assult Rifle Ammo
800F985E 001E
Infinite Auto 9mm Ammo
800F97FA 001E
Level 9: Invincible
800B69E8 0001
Infinite Medical Kits
800FFAEC 0003
Infinite PK7 Bullets
800FFA24 0063
Infinite Assult Rifle Ammo
800FFA8A 001E
Infinite SL 66 Ammo
800FFB54 0015
Level 10: Invincible
800BAEB8 0001
Infinite Medical Kits
800FBA34 0003
Infinite PK9 Ammo
800FB8A4 0063
Infinite Assult Rifle Ammo
800FB90A 001E
Infinite SMG 45 Ammo
800FB9D2 0028
Infinite GL 40 Ammo
800FB96E 000C
Infinite Lives
8001E0DA 0003
Open All Levels
50000502 0000
8001E284 0101
Open all Movies
50000602 0000
8001E0C2 0101
Level 1: Invincible
800C5A7C 0001
Infinite Medical Kits
800EAA64 0003

WCW MAYHEM

Player on left has full Momentum meter *
800F9D1A 0000
800F9D1C 0000
Player on right has full Momentum meter *
800F9D1A 00FF
800F9D1C 00FF

WU TANG: FEEL THE PAIN

Player One Infinite Lives
800A57C8 0303
Registers a 16 Hit Combo
800A57E4 0010
Always have Special Power ability
800A57C6 A000

WORMS ARMAGEDDON

Infinite Time
8019B444 FFFF
8019B448 FFFF
Infinite Time in Training mode
8019AA0C B234
Player One – Worm 1 Infinite Health
8014AAA8 0064
Player One – Worm 2 Infinite Health
8014AB44 0064
Player One – Worm 3 Infinite Health
8014ABE0 0064
Player One – Worm 4 Infinite Health
8014AC7C 0064
Player Two – Worm 1 Infinite Health
8014AF28 0064
Player Two – Worm 2 Infinite Health
8014AD54 0064
Player Two – Worm 3 Infinite Health
8014ADF0 0064
Player Two – Worm 4 Infinite Health
8014AE8C 0064
Player Three – Worm 1 Infinite Health
8014B000 0064
Player Three – Worm 2 Infinite Health
8014B09C 0064
Player Three – Worm 3 Infinite Health
8014B138 0064
Player Three – Worm 4 Infinite Health
8014B1D4 0064
Player Four – Worm 1 Infinite Health
8014B2AC 0064
Player Four – Worm 2 Infinite Health
8014B348 0064
Player Four – Worm 3 Infinite Health
8014B3E4 0064

Action Replay

To get your grubby mitts on these prizes simply answer the following question…

Q. Which of the following is the odd one out, and why?

A. Spiderman B. Superman
C. Batman D. The Incredible Hulk
(hint: it's to do with pants)

Send your answers on a postcard to:

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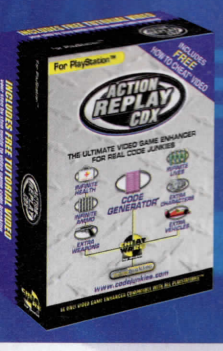


CHEATWARE by Datel

ACTION REPLAY CDX

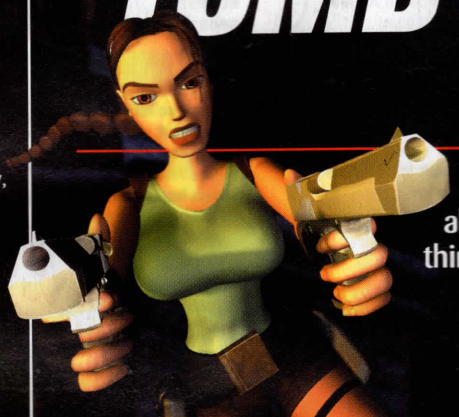
Here's the top games we'll be featuring next issue plus you can expect a whole lot more...

Next Month

URBAN CHAOS

We welcome the arrival of the latest super hero from Eidos. This adventure stars the streetwise heroine cop, D'arci in her very own non-linear world. Interact with a whole city of residents and gangs and fight your way to supremacy. Solutions will make order out of the chaos in the next issue.

TOMB RAIDER III PLATINUM



As if you hadn't got your fill of Lara Croft already, along comes the Platinum release of her third adventure. Quoted as the hardest I the series you'll have your work cut out even in the early stages. Expect the usual in-depth guide only PlayStation Solutions could produce!

RESIDENT EVIL 3: NEMESIS PART 2

The terror continues! In the second and final part of our huge guide includes the completed walkthrough for the main game plus we'll have a complete step-by-step guide for the Mercenary missions. We'll also reveal all those secrets you need to know about!

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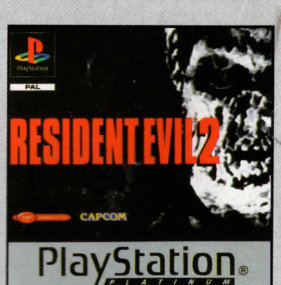

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